

# “The Visitor”

## 1025-183

### Network Pitch Board

Date 03/20/14

- ☒ Board Team Final
- ☒ Network Approval Board 03/20/14
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by  
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Supervising Director  
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Storyboard by  
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Steve Wolfhard



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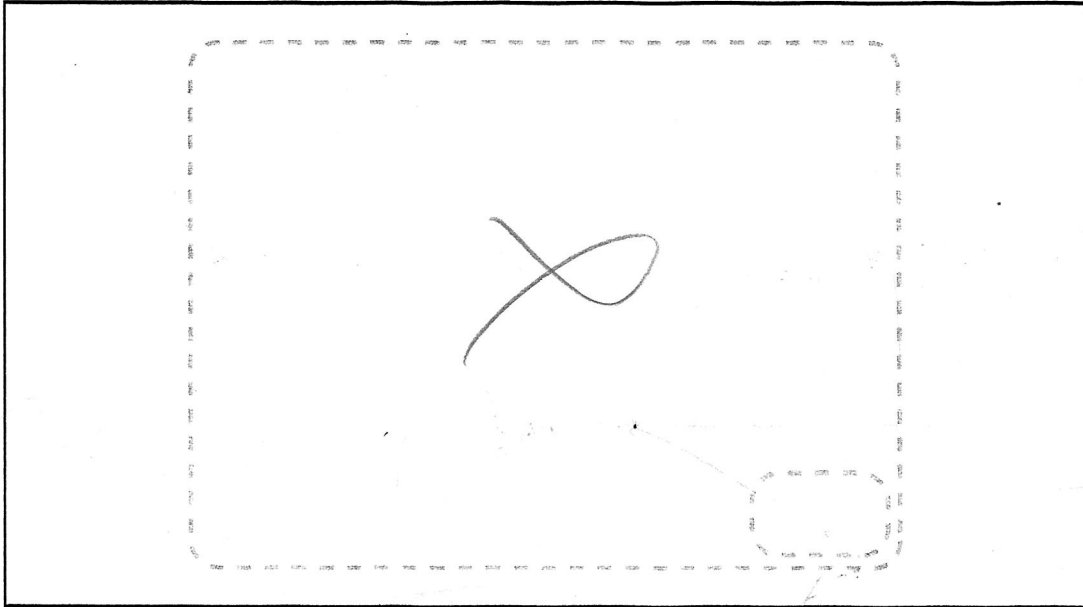
# ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. Pnl. Bg. day night



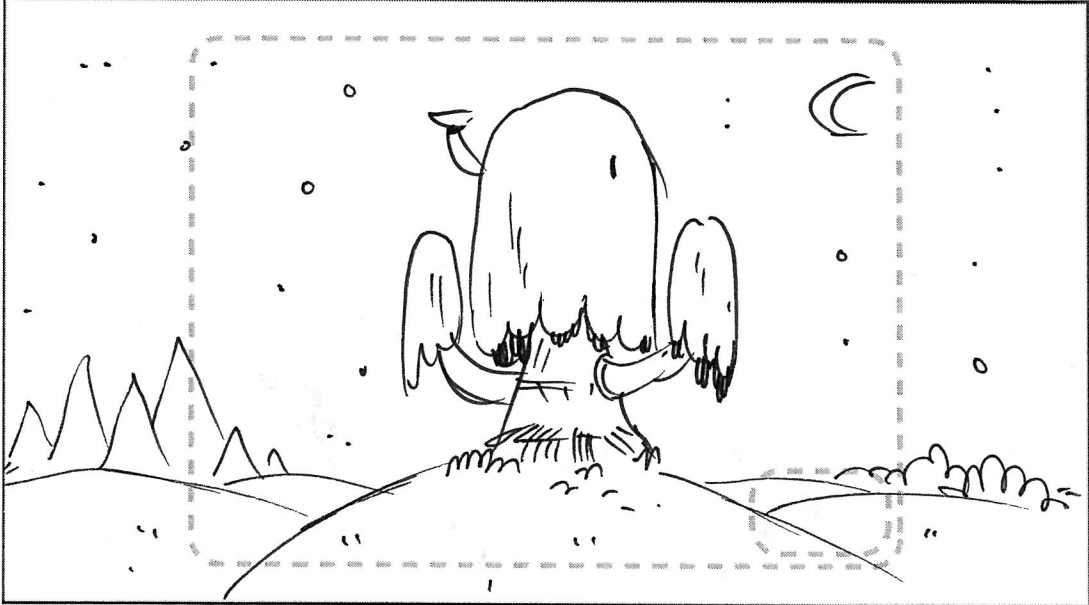
Dialog:
Action:
Timing:

EPISODE # 1025-183  
Production :

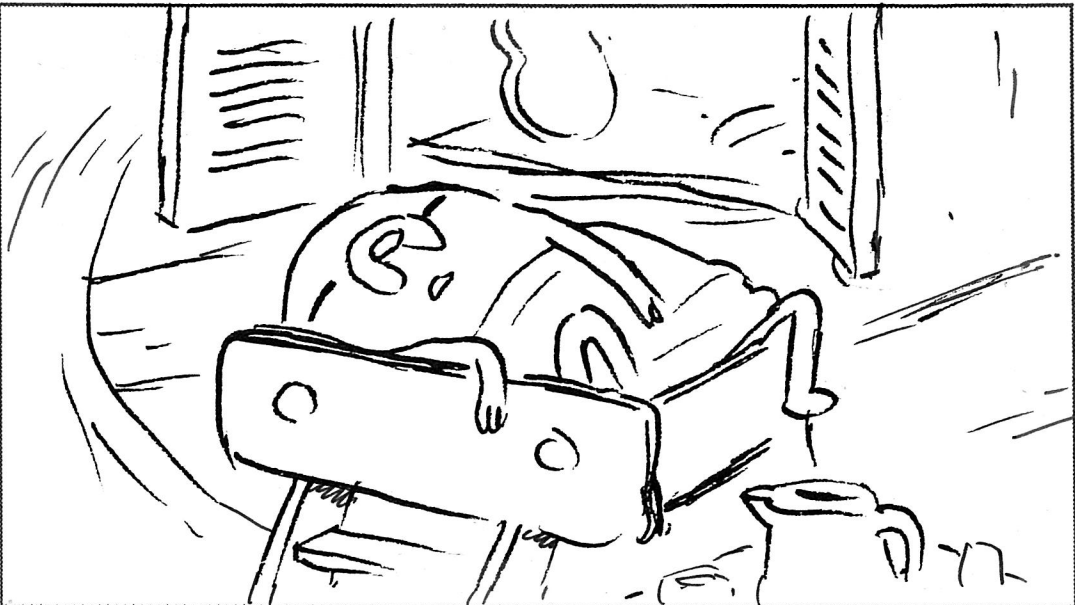
ADVENTURE TIME



Sc. 01 Pnl. A Bg. day night



Sc. 02 Pnl. A Bg. day night



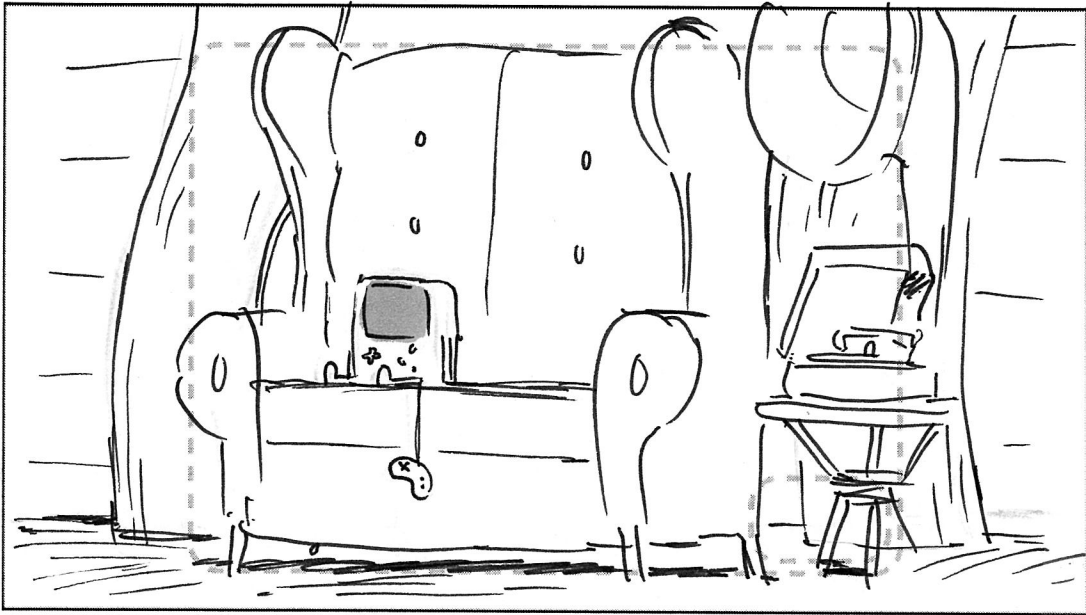
Dialog:	SFX: * CRICKETS *	(JAKE:) * snoring *
Action:	NIGHT	- Jake's stomach rises and falls as he snores
Timing:		

EPISODE # 1025-103  
Production :

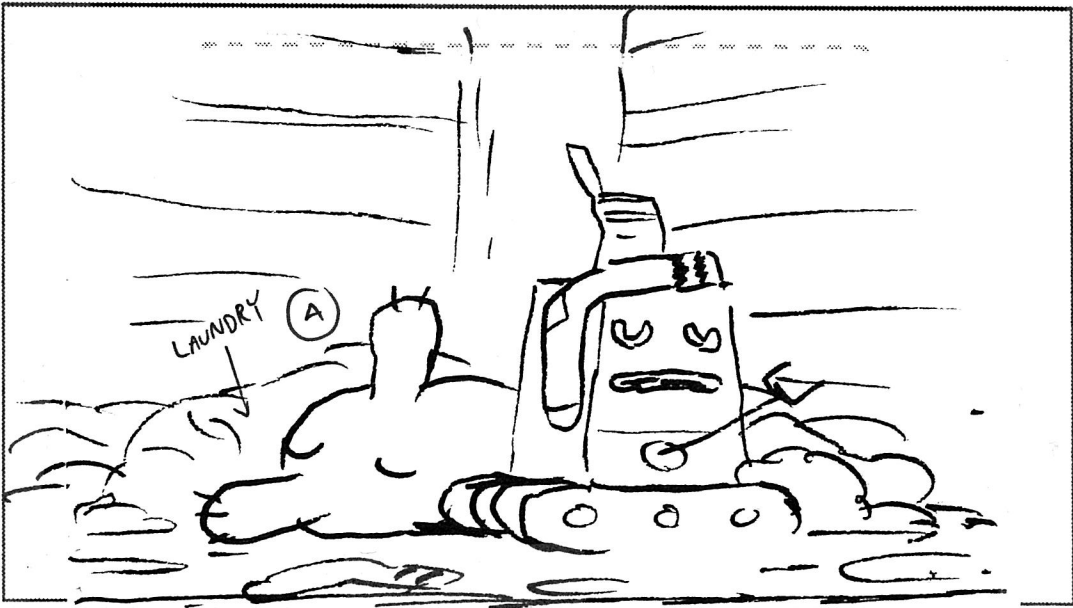
ADVENTURE TIME

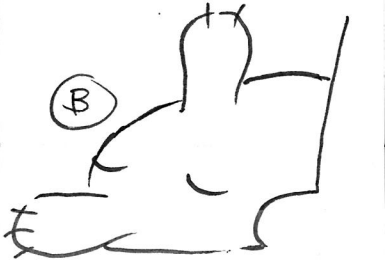


Sc. 03 Pnl. A Bg. day night



Sc. 04 Pnl. A Bg. day night



Dialog:	- BEAT -	(SEA LORD:) *snoring*
Action:	- BMO SITS ON COUCH, DEACTIVATED.	- Sea Lord snores
Timing:		

EPISODE # 1025-183

Production :

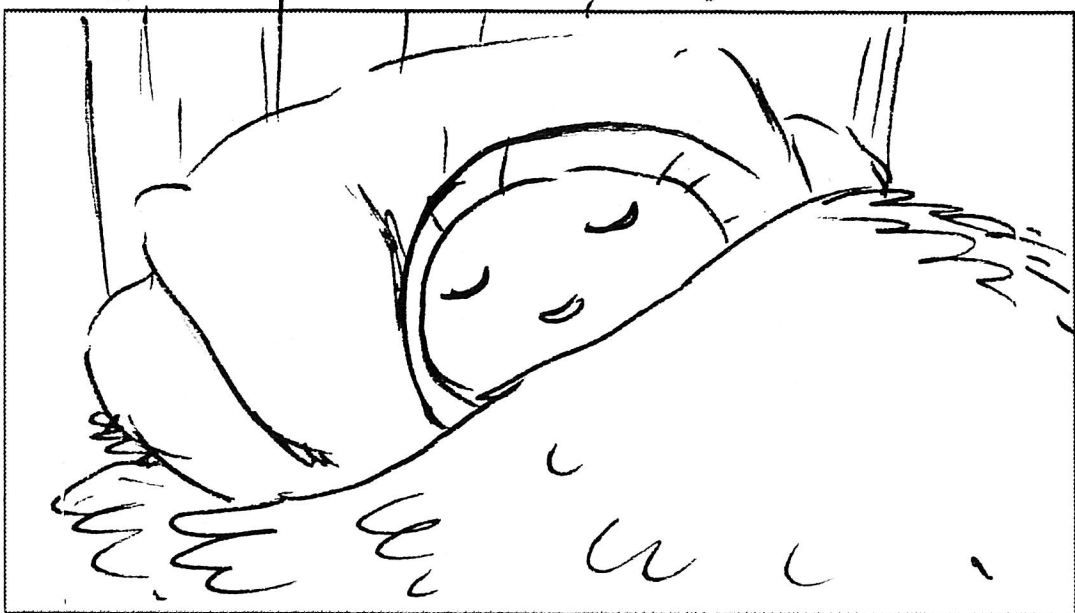
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# ADVENTURE TIME



Page 03

Sc. 05 Pnl. A Bg. day night



Sc. 05 Pnl. B Bg. day night



Dialog:	(F:) *sleepy math *smack x2 * →	(F:) (A) *BIG INHALE* (B) *BIG EXHALE* *mouth smack*
Action:		
Timing:		(A)

EPISODE #

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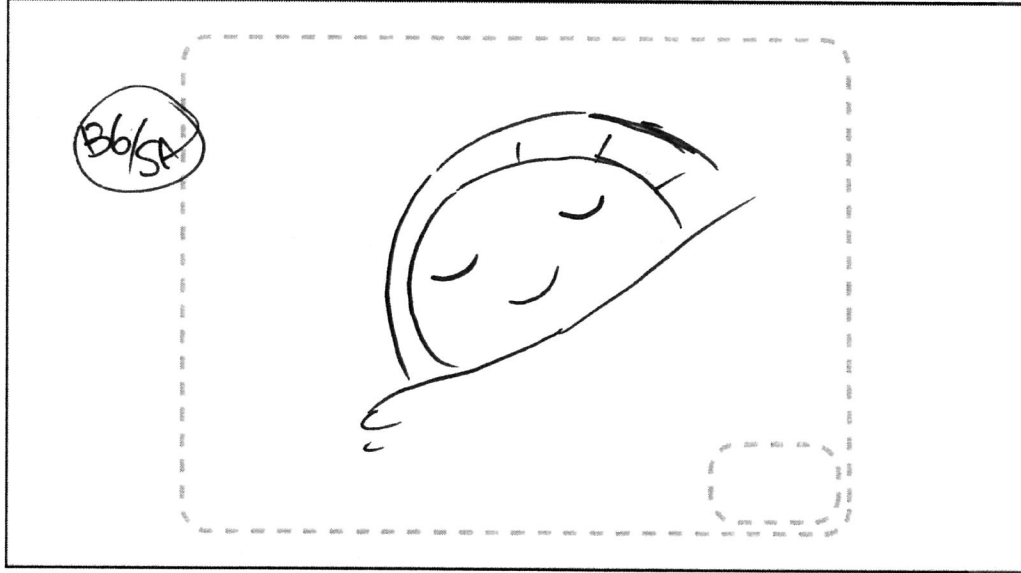
Production :

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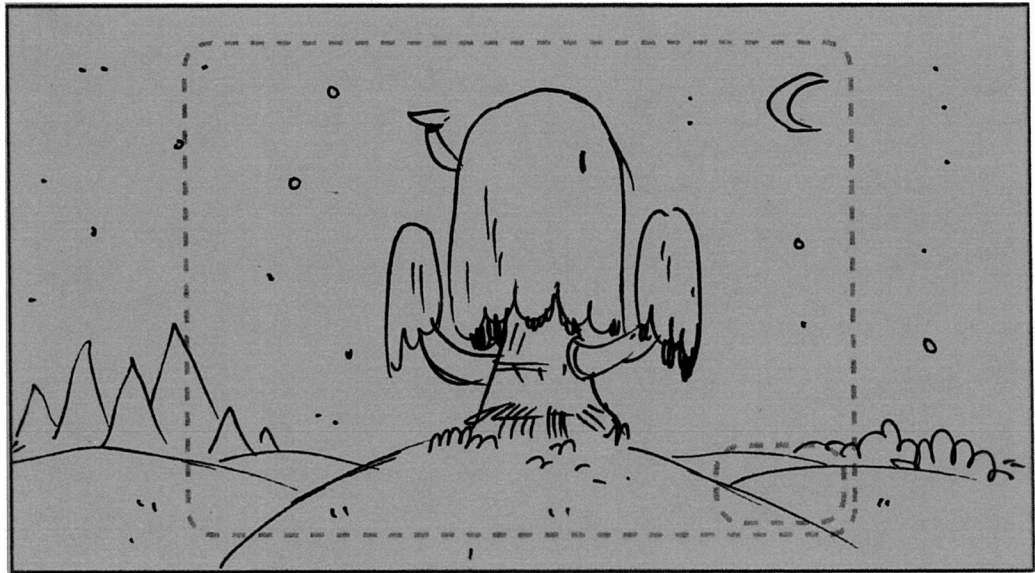
# ADVENTURE TIME



Sc. 05 Pnl. C Bg. day night



Sc. 06 Pnl. A Bg. day night



Dialog:	- BEAT -	- Looooong BEAT -
Action:		
Timing:		

EPISODE #

Production :

1025-183

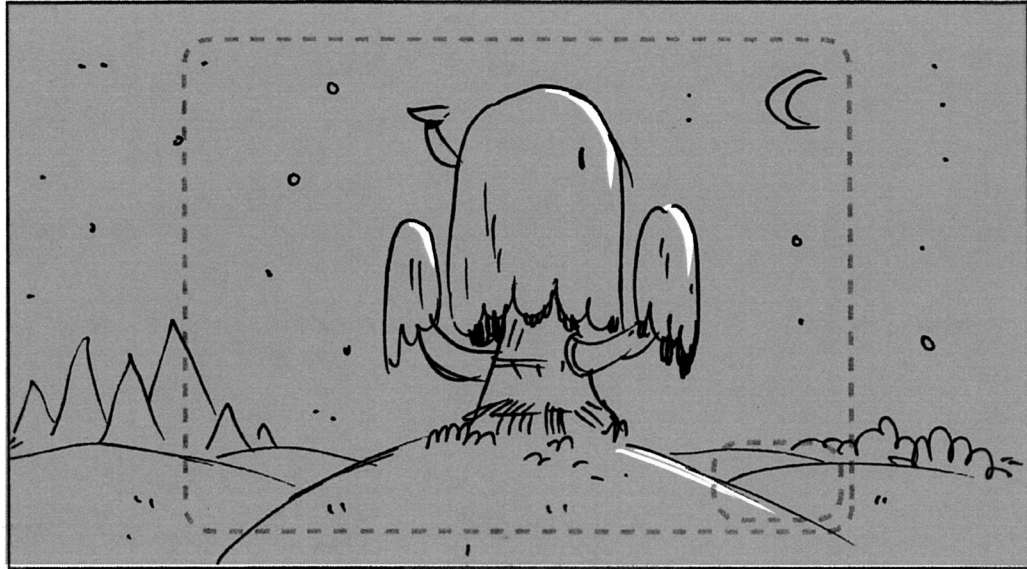
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# ADVENTURE TIME

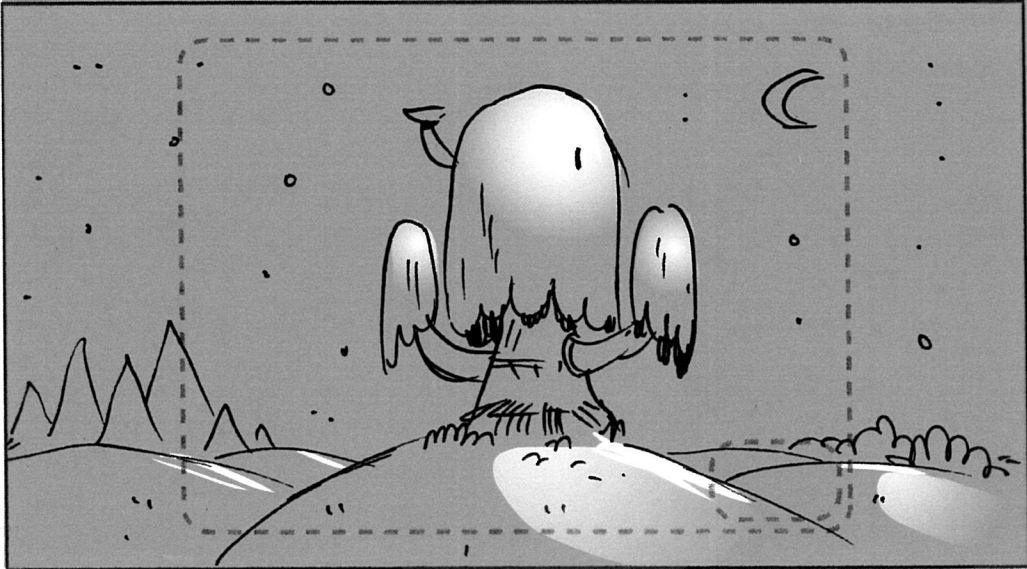


Page 05

Sc. 06 Pnl. B Bg. day night



Sc. 06 Pnl. C Bg. day night



Dialog:	①	②
Action:	-LIGHT OF APPROACHING COMET ANIMATES. ACROSS HOUSE.	
Timing:		

EPISODE #

Production :

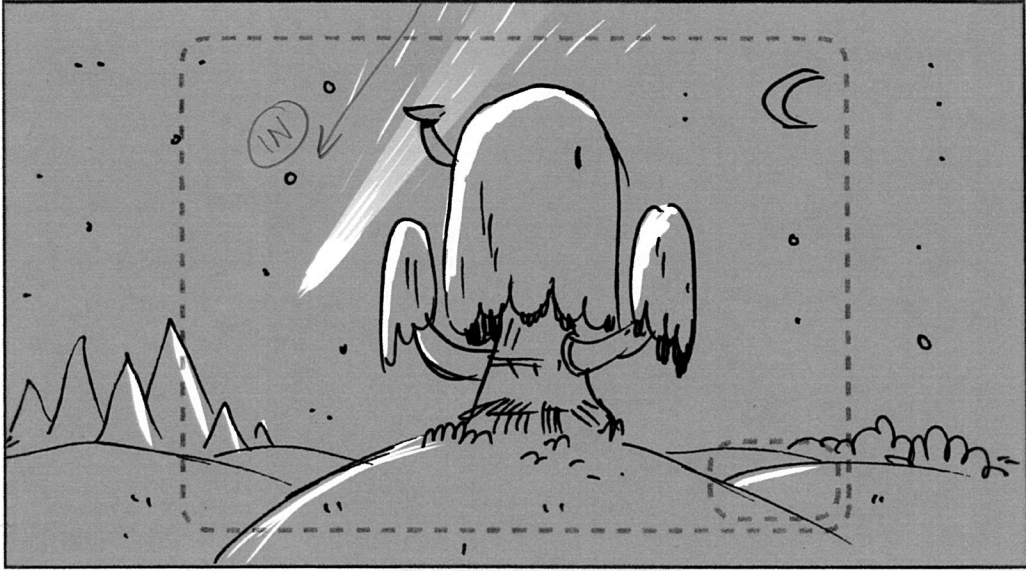
1025-183



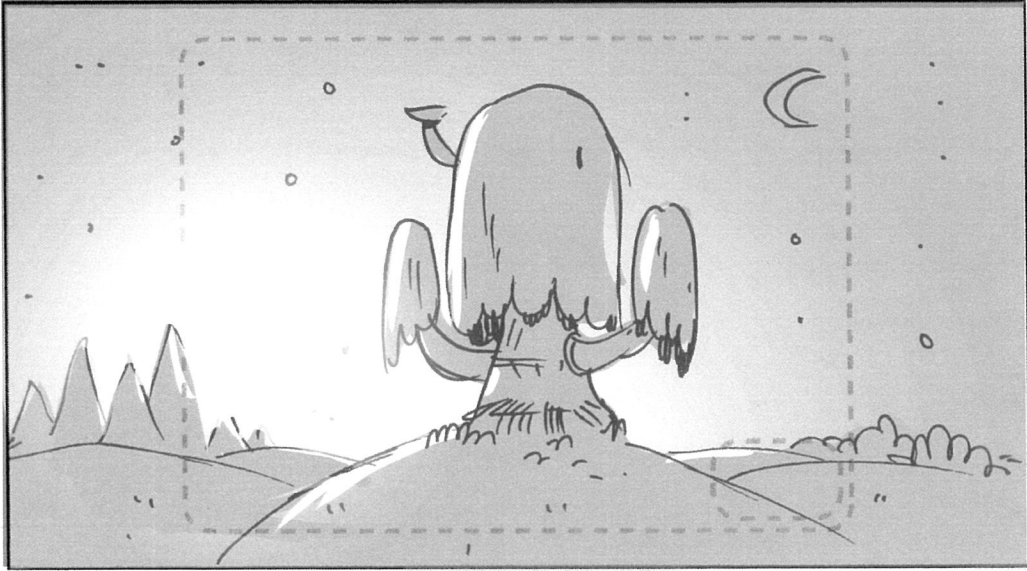
# ADVENTURE TIME



Sc. 06 Pnl. D Bg. day night



Sc. 06 Pnl. E Bg. day night



Dialog:	3	4
Action:	- comet passes over the tree house	- comet crashes on the horizon and quietly explodes into white light.
Timing:		

EPISODE #

Production :

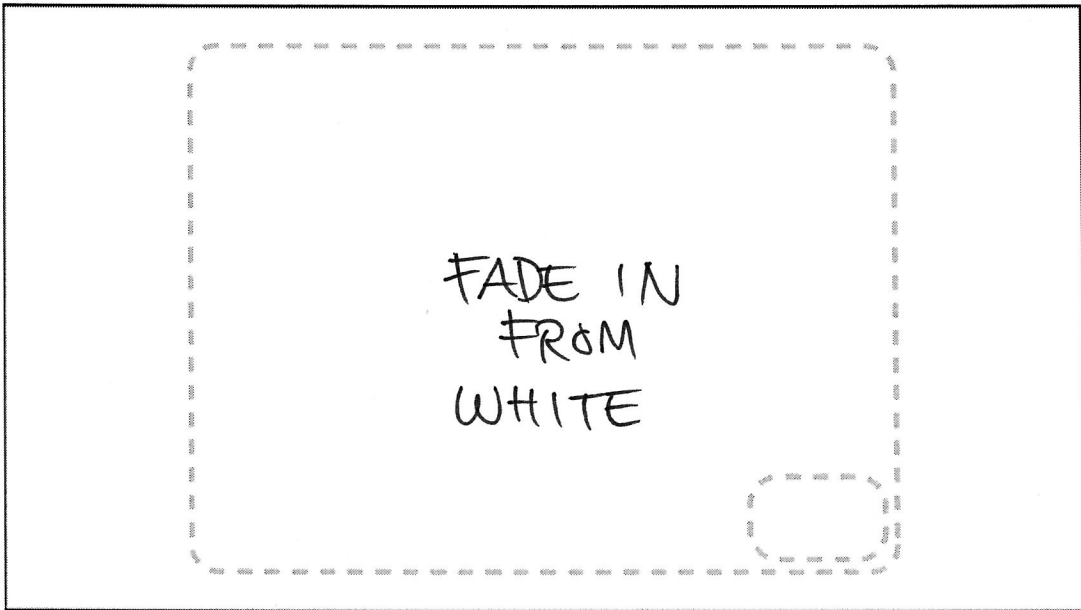
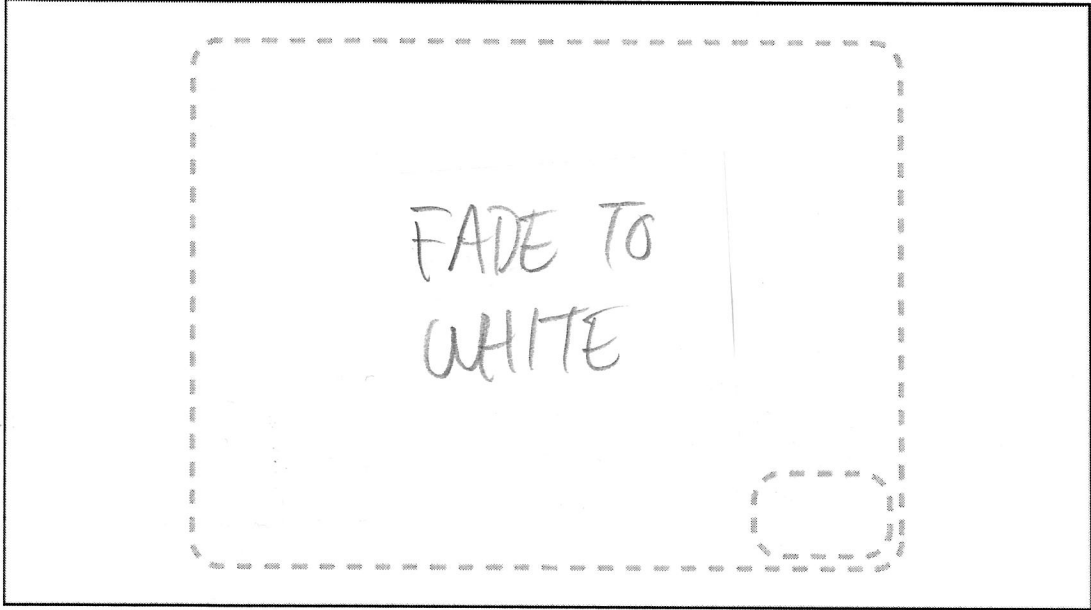
1025-183

ADVENTURE TIME



Sc. 06 Pnl. F Bg. day night

Sc. Pnl. Bg. day night



Dialog:	(5)
Action:	
Timing:	

EPISODE #

Production :

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ADVENTURE TIME



Page 08

Sc. 07

Pnl. A

Bg.

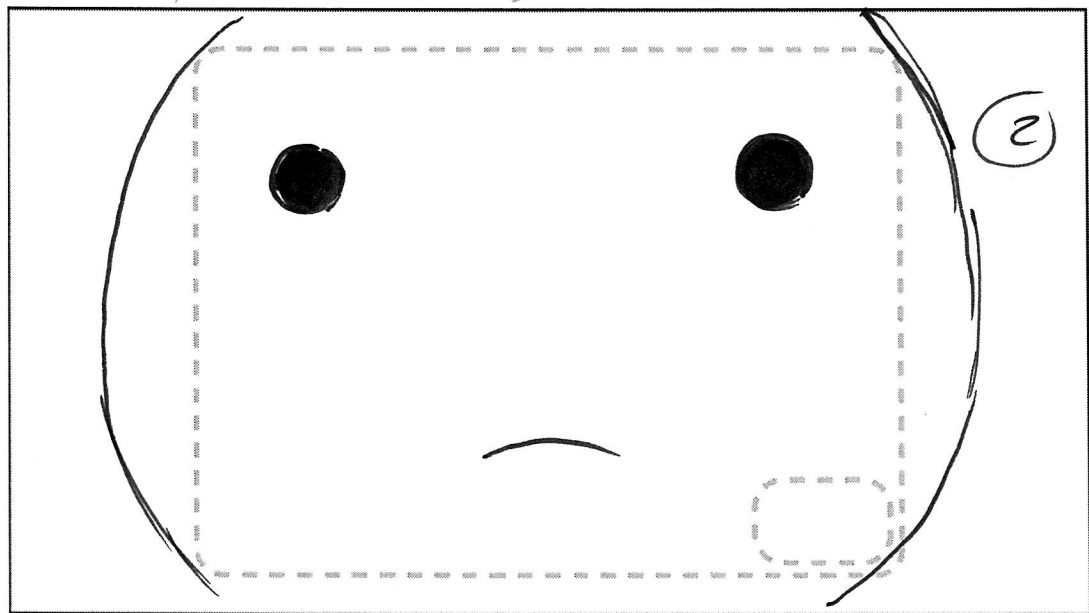
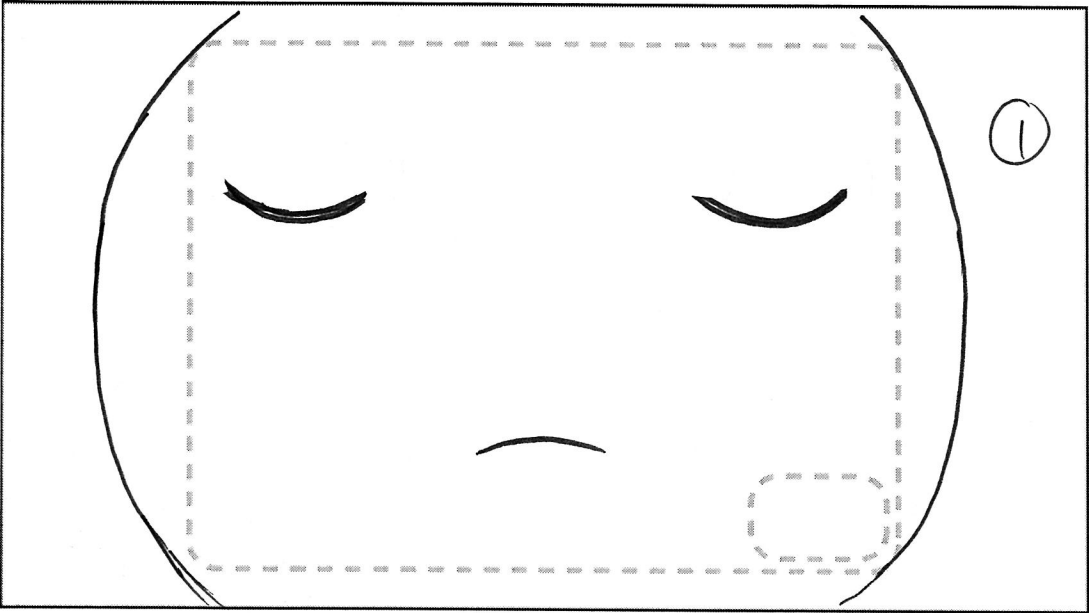
day night

Sc. 07

Pnl. B

Bg.

day night



Dialog:
Action:
Timing:

THIS IS UNDERWATER

\* BLINKS TWICE \* ①→②→①②①②→

EPISODE #

Production :

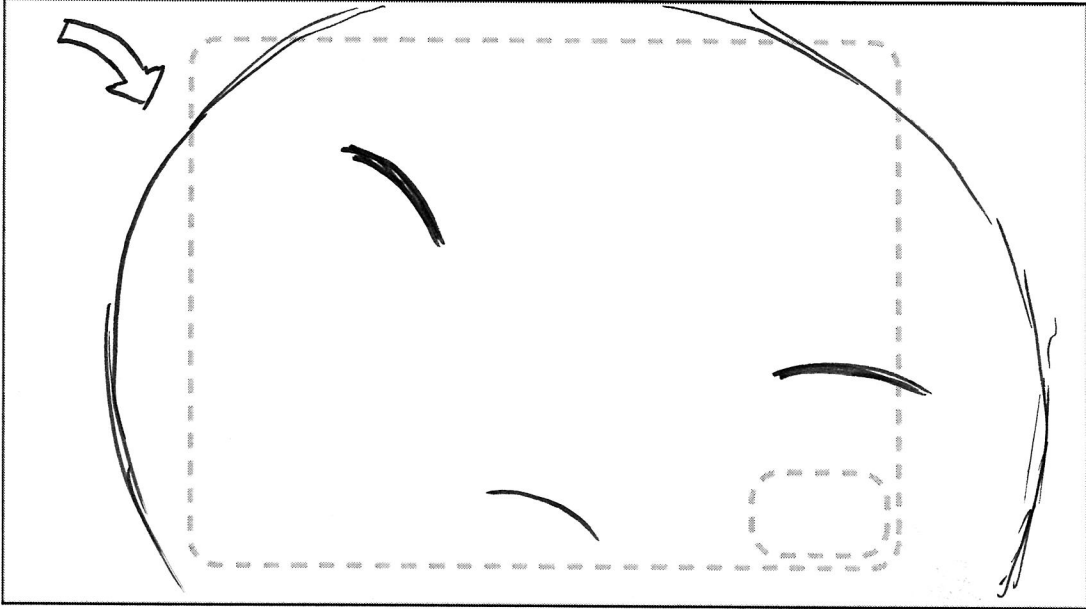
1025-183

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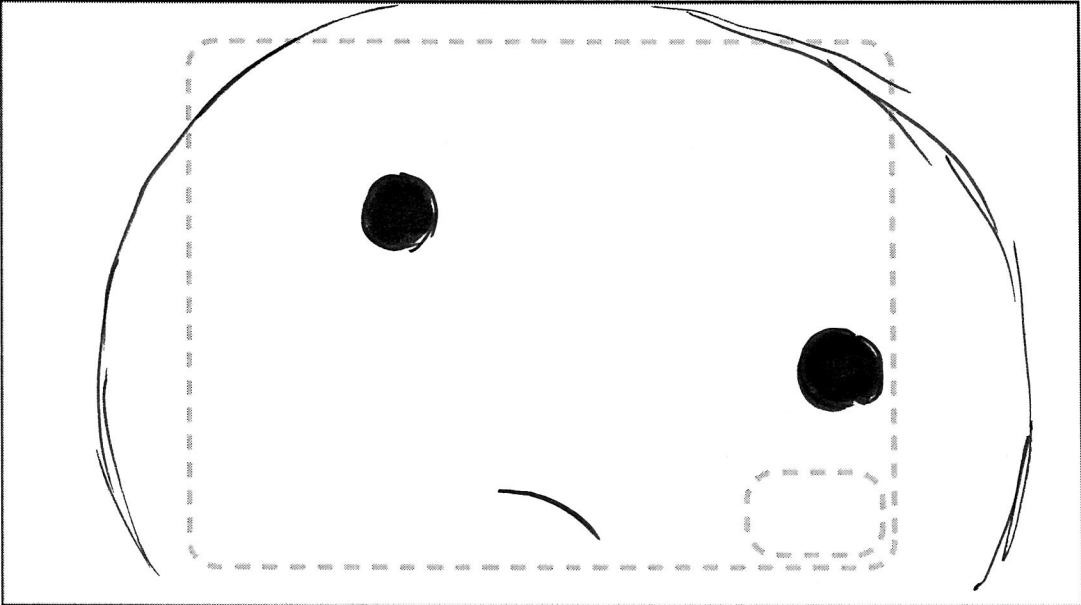
ADVENTURE TIME



Sc. 07 Pnl. C Bg. day night



Sc. 07 Pnl. D Bg. day night



Dialog:	SFX: ≡ BONK ≡
Action:	- Finn gets nudged in the head by the small comet offscreen.
Timing:	

EPISODE #

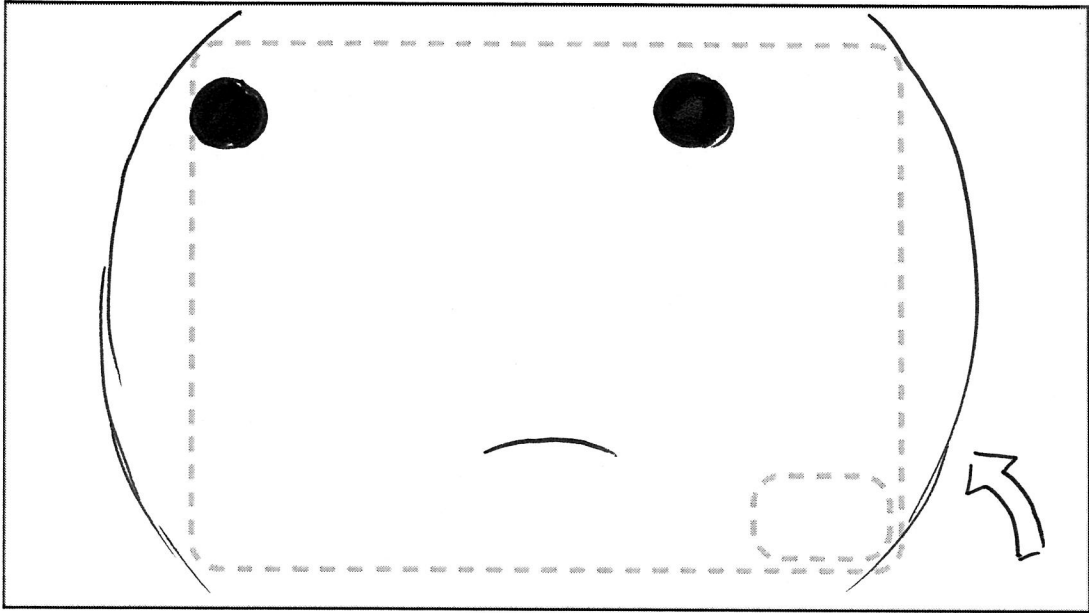
1025-183

Production :

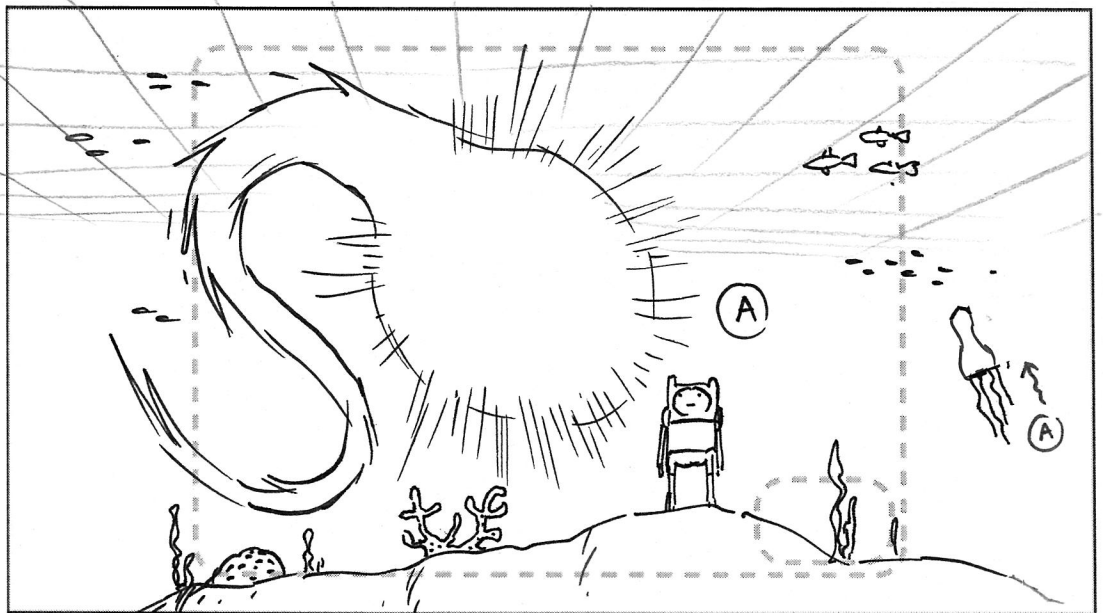
ADVENTURE TIME



Sc. 07 Pnl. E Bg. day night



Sc. 08 Pnl. A Bg. day night



Dialog:	
Action:	
Timing:	

EPISODE #

Production :

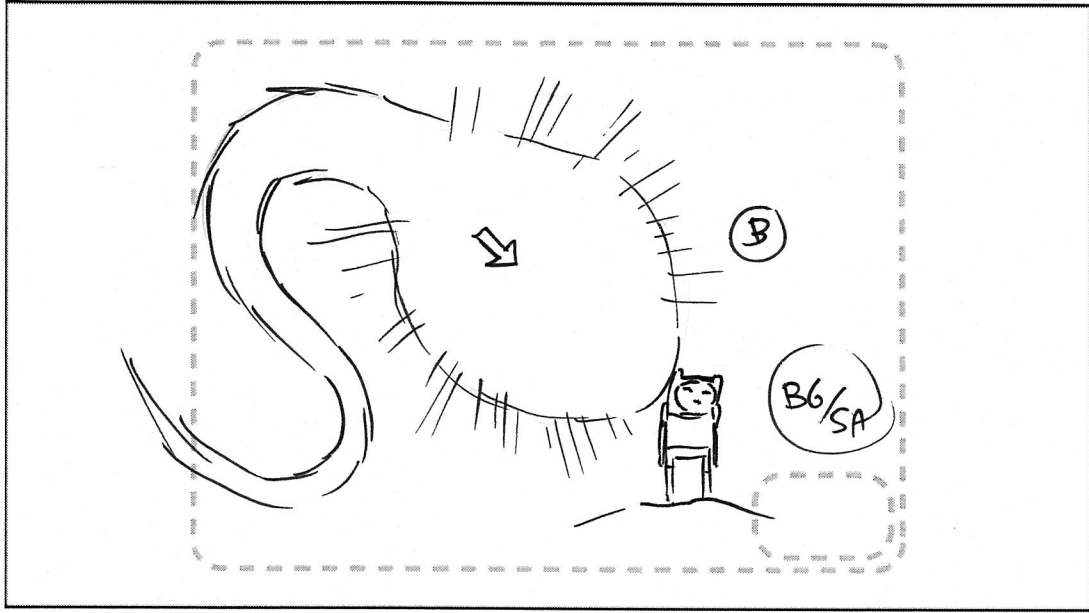
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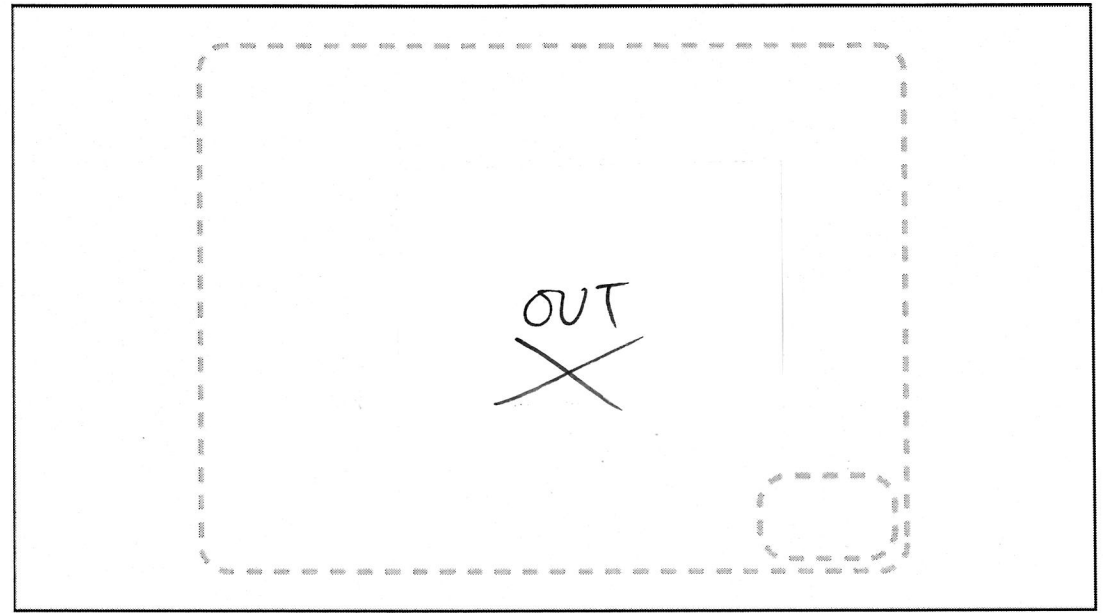
# ADVENTURE TIME



Sc. 08 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: SFX: BONK BONK

Action: (A) (B) (A) (B) comet nudges finn's head

Timing:

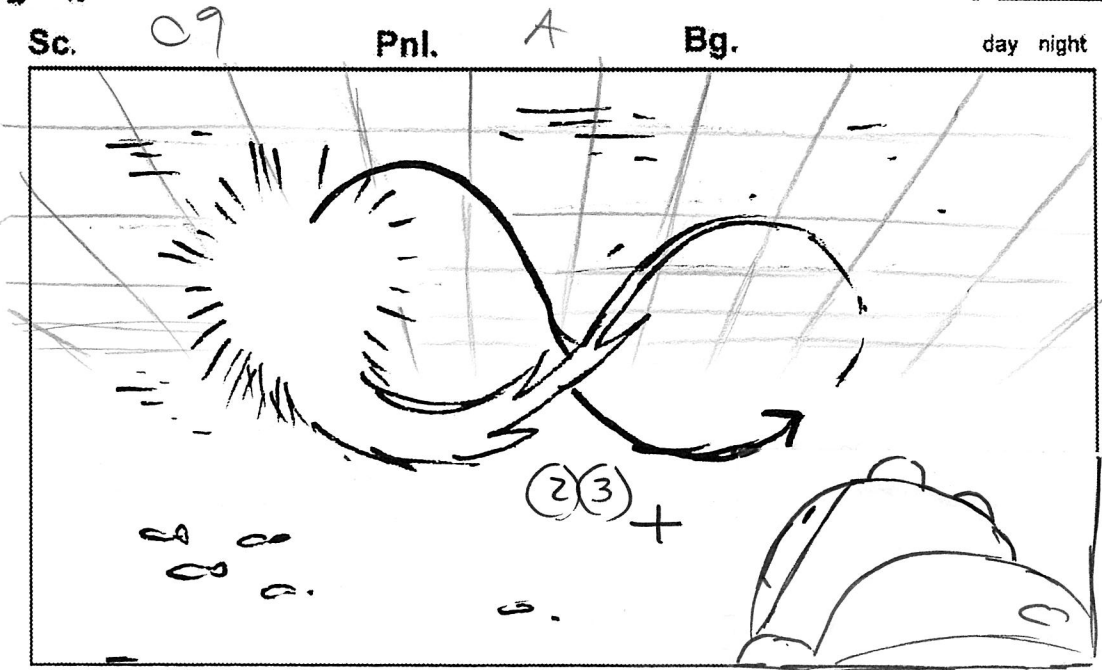
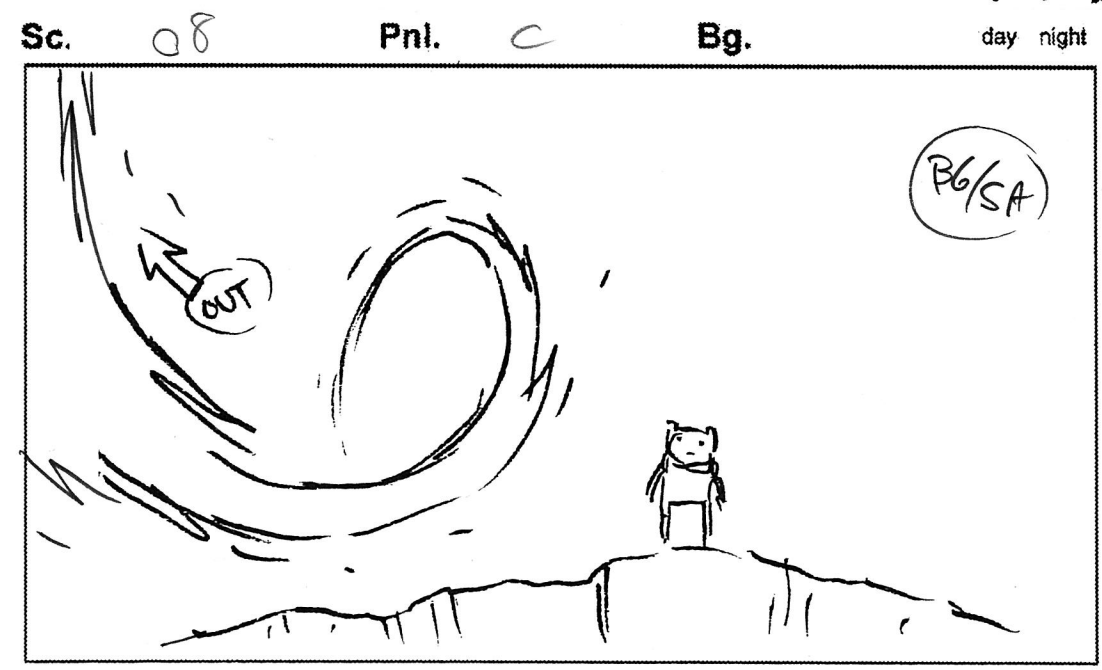
EPISODE #  
Production :

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# ADVENTURE TIME



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Dialog:	
Action:	- comet swirls offscreen
Timing:	

	- comet swirls in a figure-8.

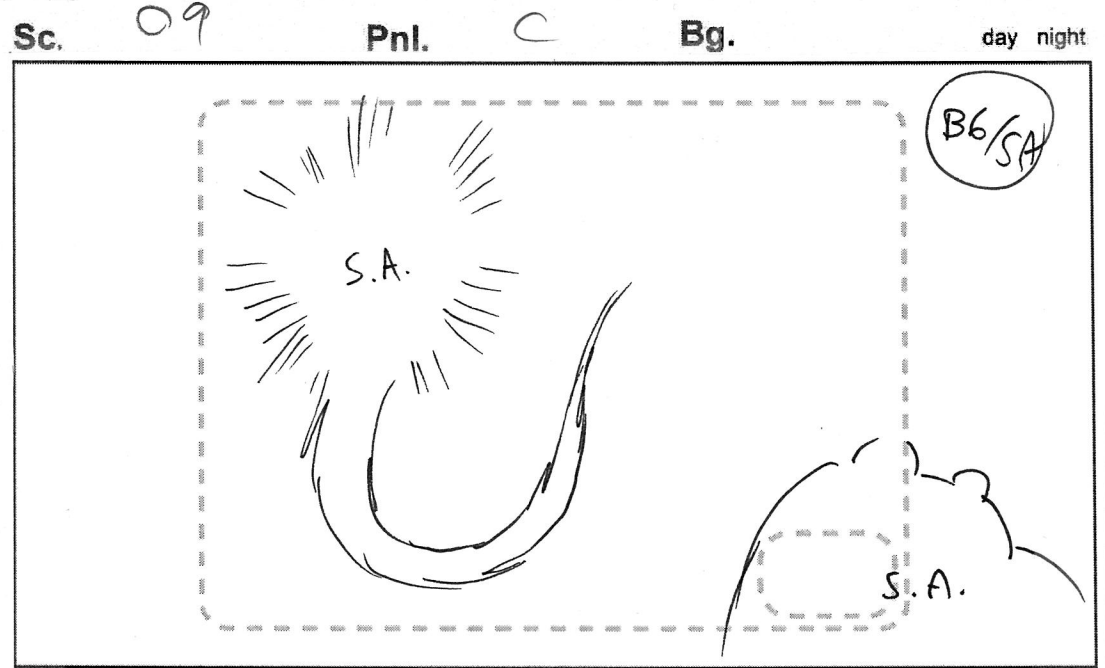
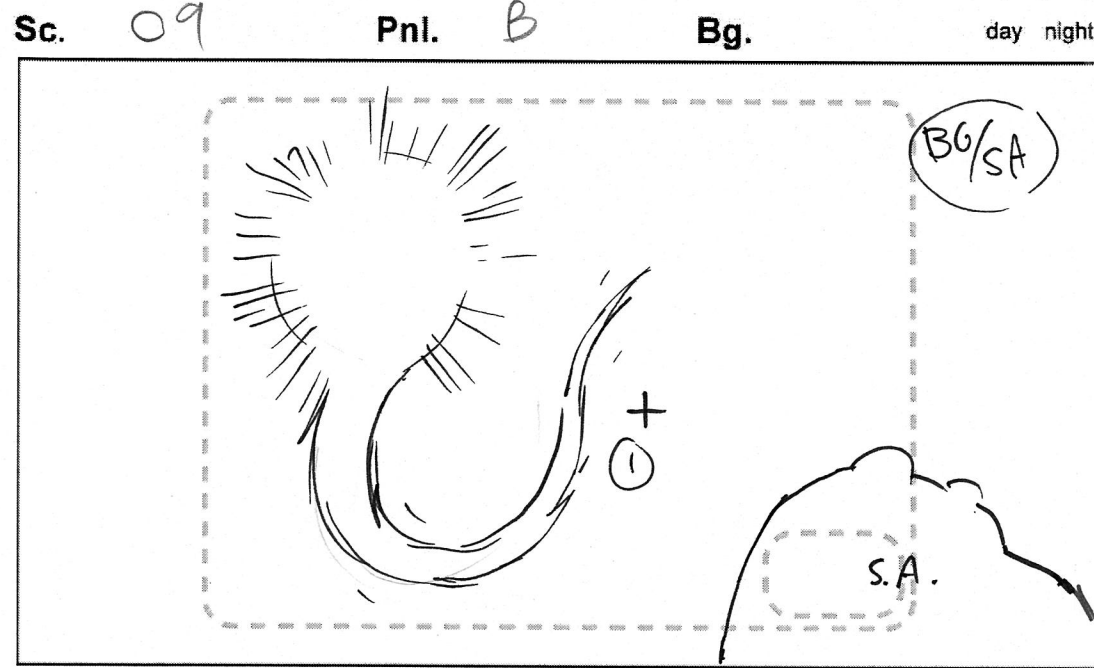
Production : EPISODE #

1025-183

# ADVENTURE TIME



Page 13

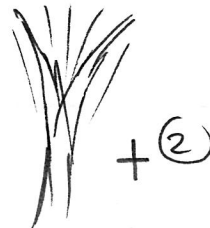


Dialog:

BABY FINN (O.S.) [normal Finn voice:]

That's the comet you're supposed to follow.

Action: - Comet wags its "tail" expectantly, like an eager dog.



Timing:

EPISODE #

Production :

1025-183

ADVENTURE TIME



Sc. Pnl. Bg. day night

X  
OUT

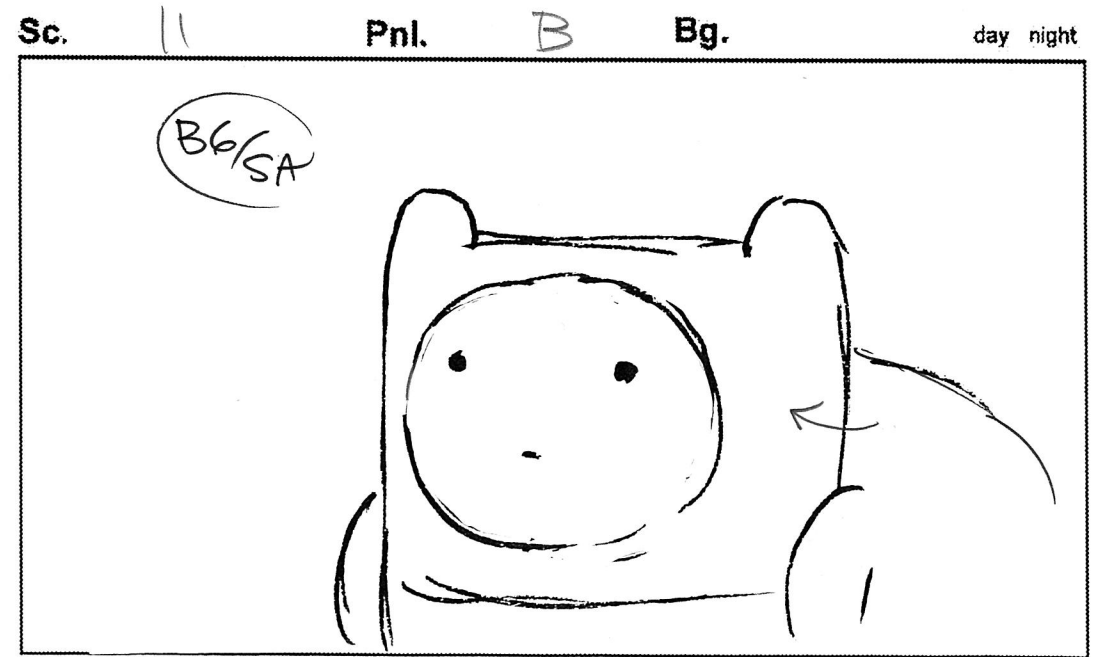
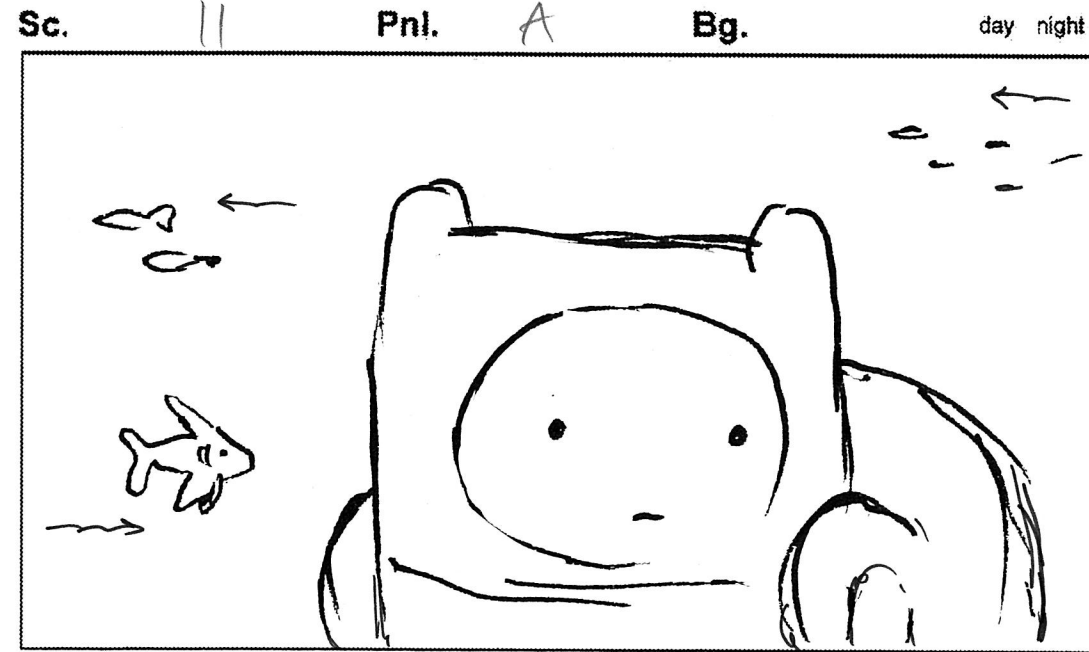
Sc. 10 Pnl. A Bg. day night

Dialog:	
Action:	-FINN TURNS TO LOOK AT BABY FINN.
Timing:	

EPISODE #

Production :

1025-183



Dialog:

Action:

Timing:

EPISODE #

1025-183

Production :

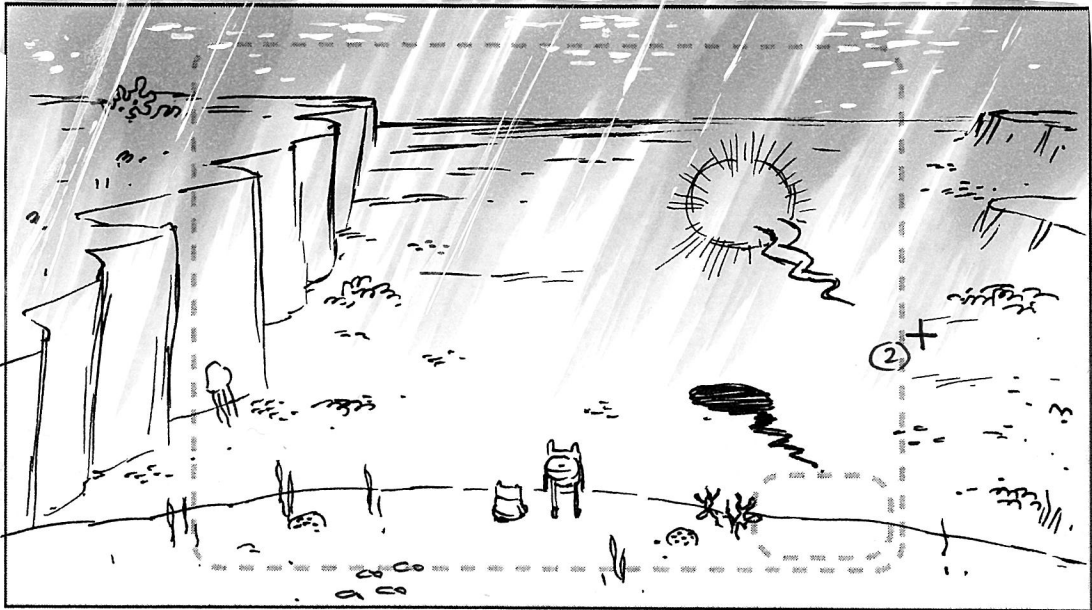


# ADVENTURE TIME

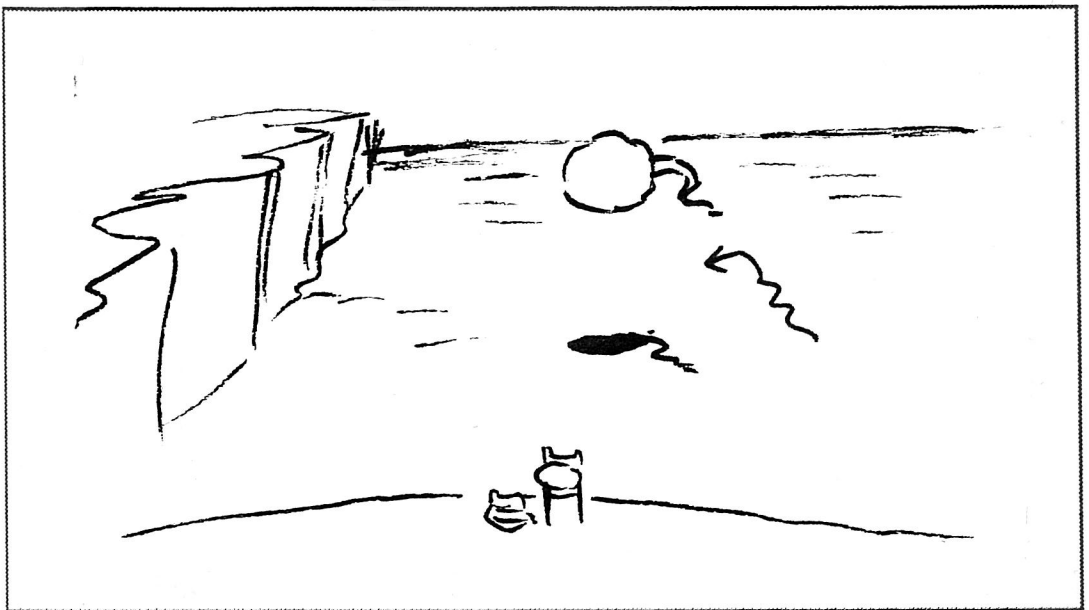


Page 16

Sc. 12 Pnl. A Bg.



Sc. 12 Pnl. B Bg. day night



Dialog:

Action:

Timing:



+ ①

- come turns to look at Finn expectantly, waiting for Finn to follow.

EPISODE #

Production :

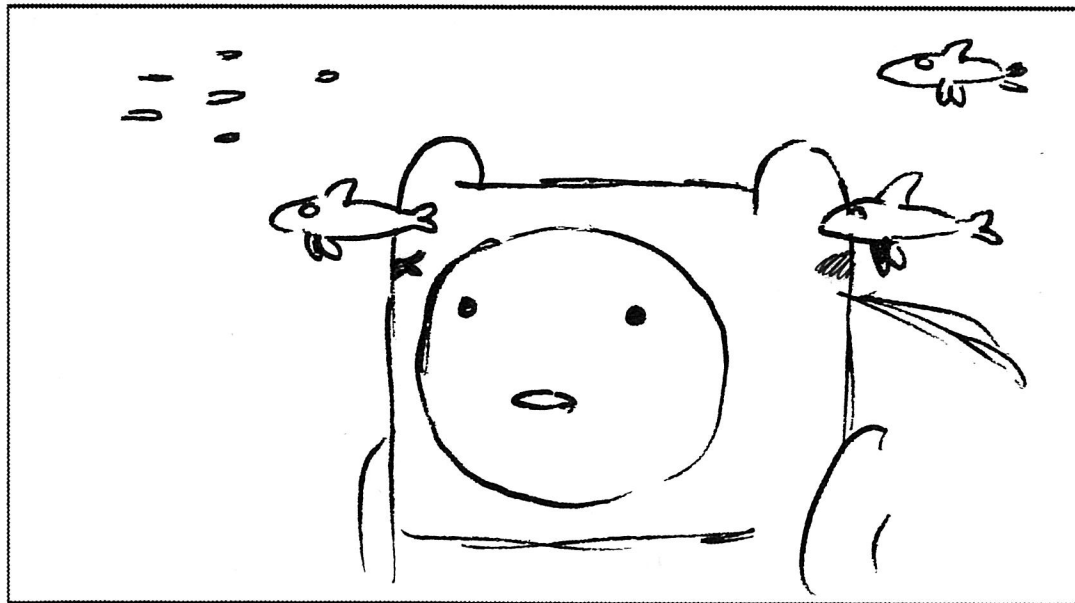
1025-183

# ADVENTURE TIME



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Sc. 13 Pnl. A Bg. day night



Sc. 14 Pnl. A Bg. day night

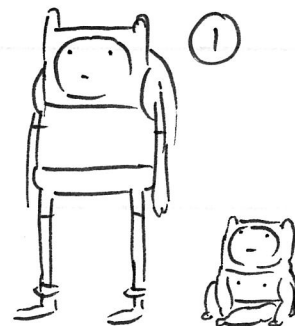


Dialog:

(F:) right, right -  
I knew that.

Action:

Timing:



Finn picks up baby Finn.

EPISODE #

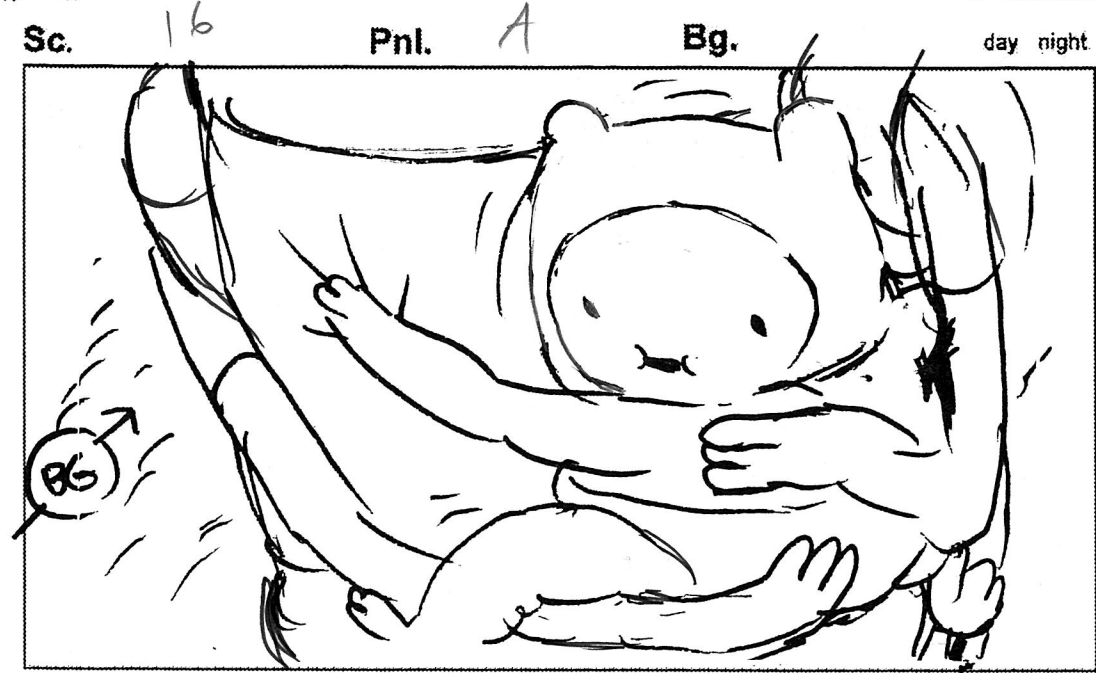
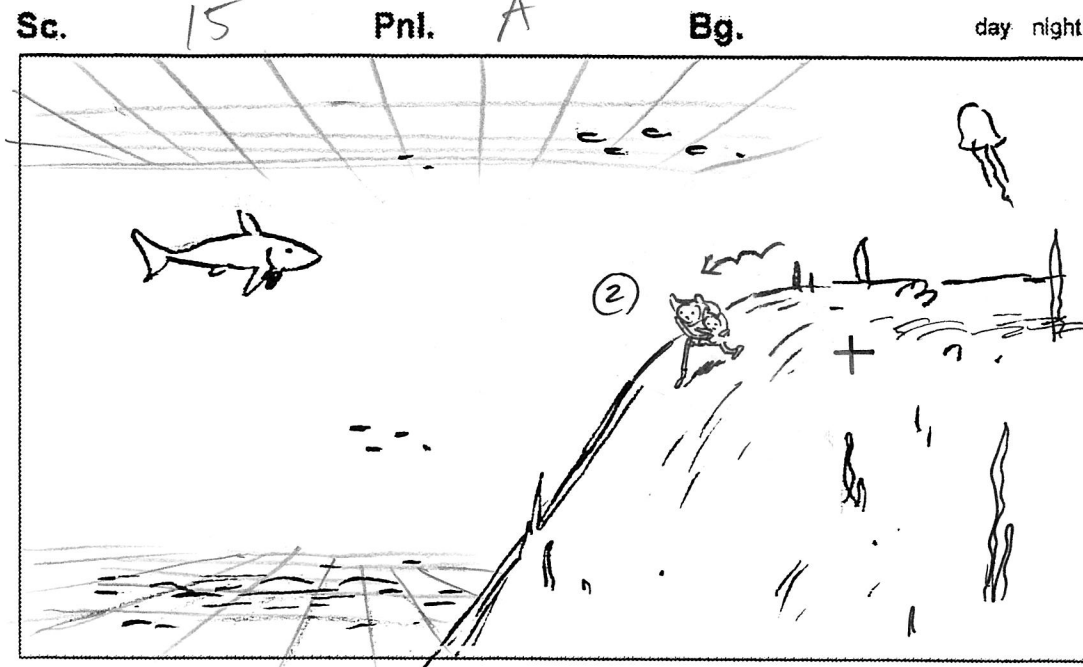
1025-183

Production :

# ADVENTURE TIME



Page 18



Dialog:

BABY FINN: <sup>(A)</sup> Hey be <sup>(A1)</sup> careful okay?  
Hold on tight.

Action:

Timing:



EPISODE #

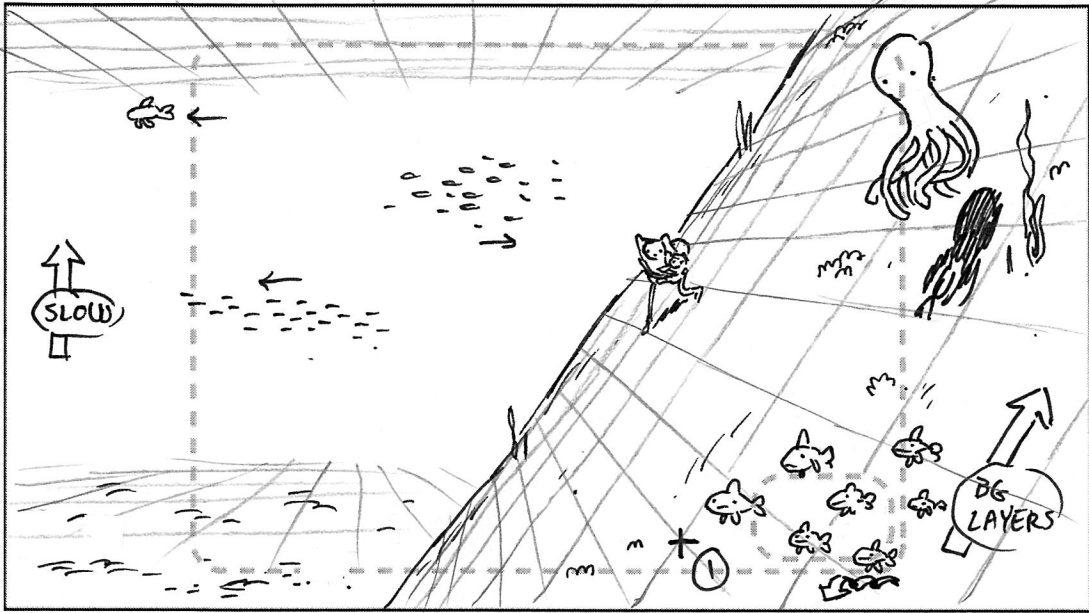
Production :

1025-183

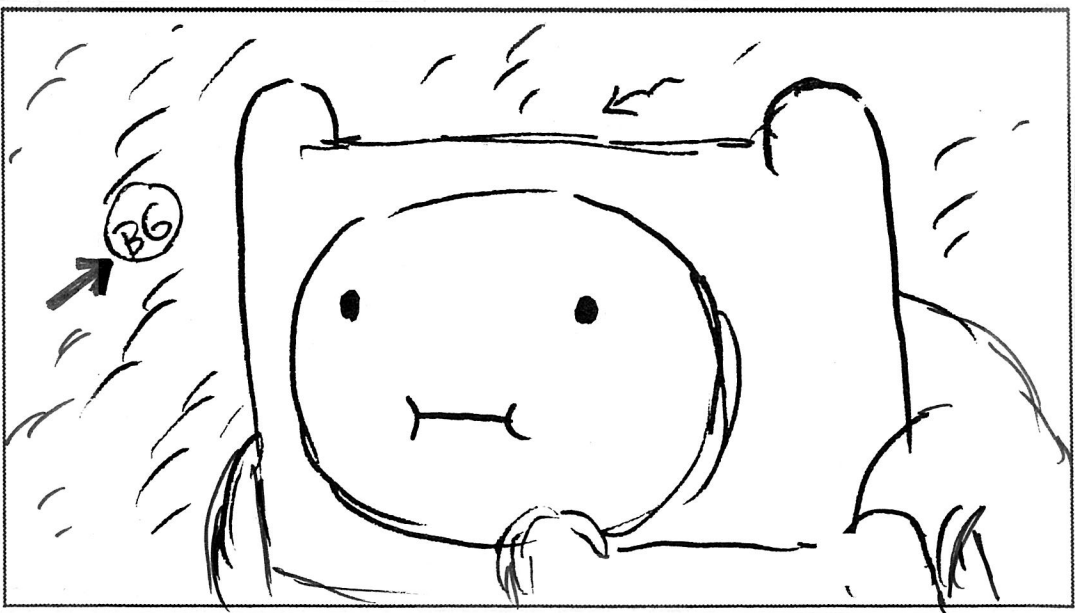
ADVENTURE TIME



Sc. 17 Pnl. A Bg. day night



Sc. 18 Pnl. A Bg. day night



Dialog: (F) IT'S OKAY - I WON'T EVER LET YOU GO. (B) - BEAT

Action:

Timing:

BG LAYERS

EPISODE #

Production :

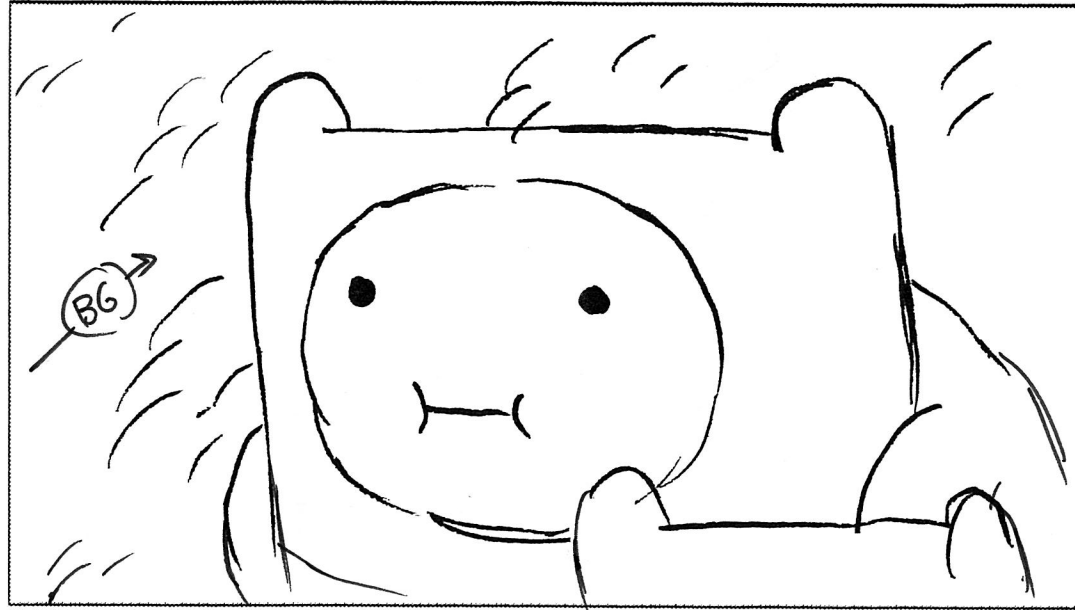
1025-183

# ADVENTURE TIME

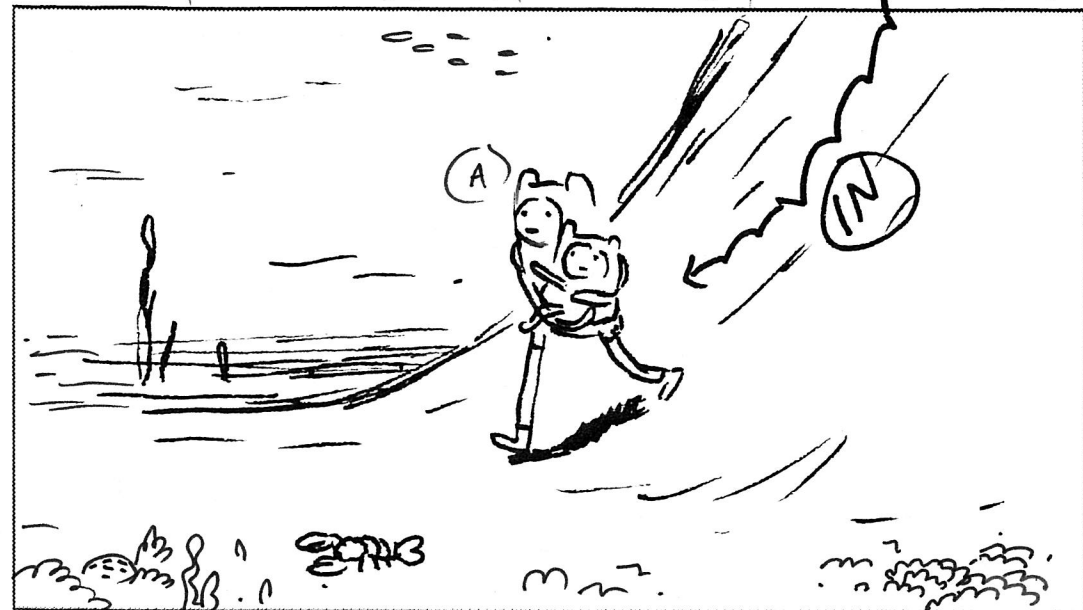


Page 20

Sc. 18 Pnl. B Bg. day night



Sc. 19 Pnl. A Bg. day night



Dialog:

(F:) (thoughts:)  
that's true...

Action:

Timing:



EPISODE #

Production :

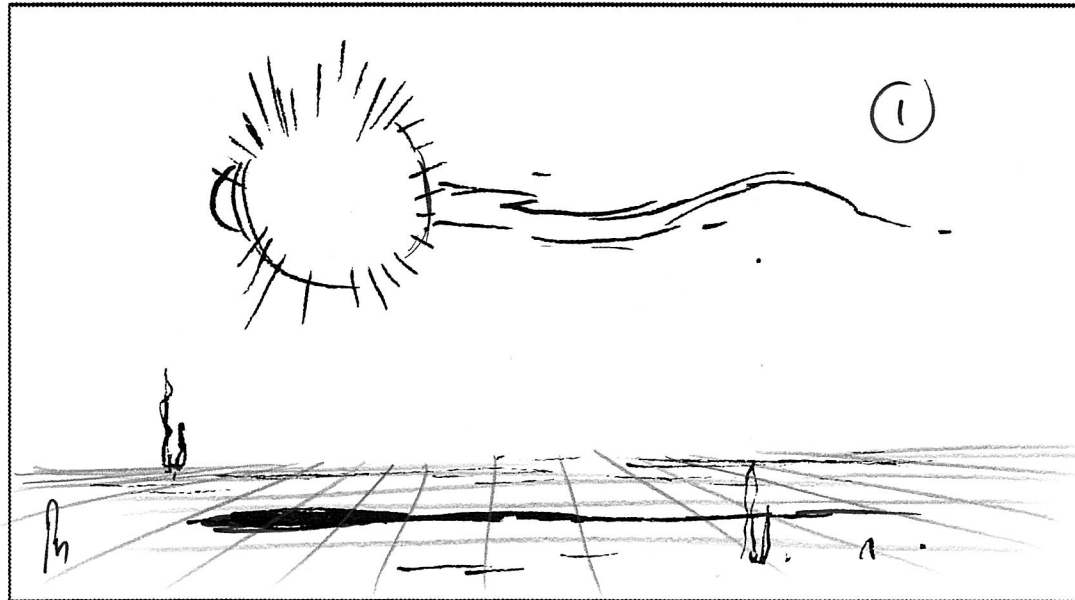
1025-183

# ADVENTURE TIME

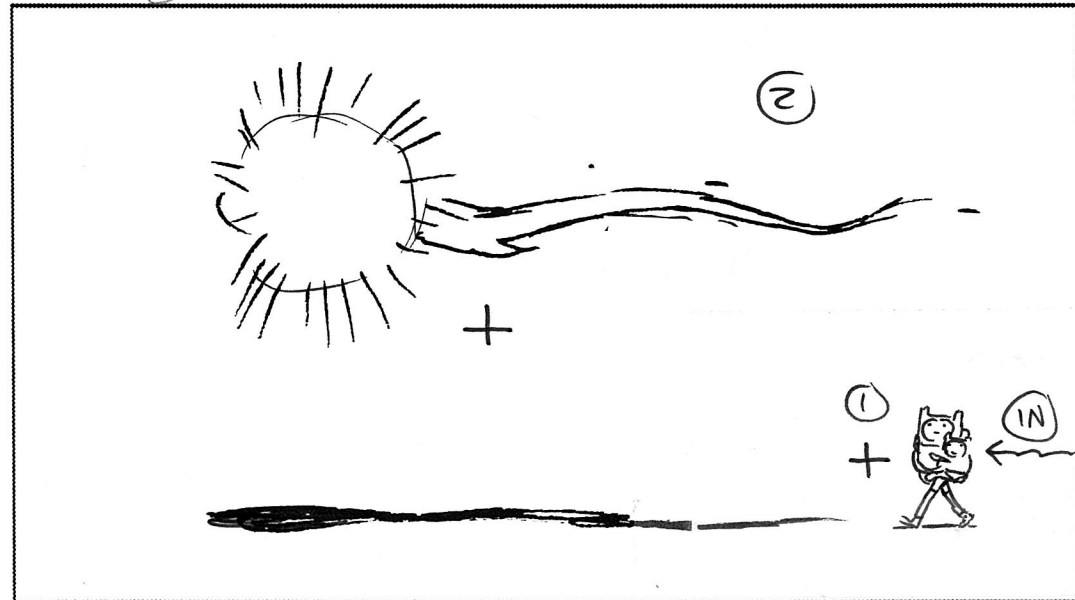


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Sc. 20 Pnl. A Bg. day night



Sc. 20 Pnl. B Bg. day night



Dialog:

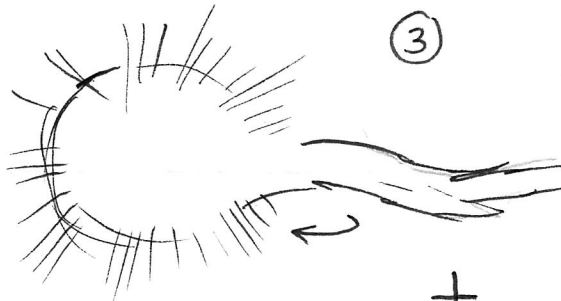
Action:  
- Tail waves gently  
while comet waits:

(1)(2)(1)(2)(3)(4)

Tim



TAIL MOVES like  
+ ad pole,



F. WALKS ON/S.

START POSE OVERHEAD :



EPISODE #

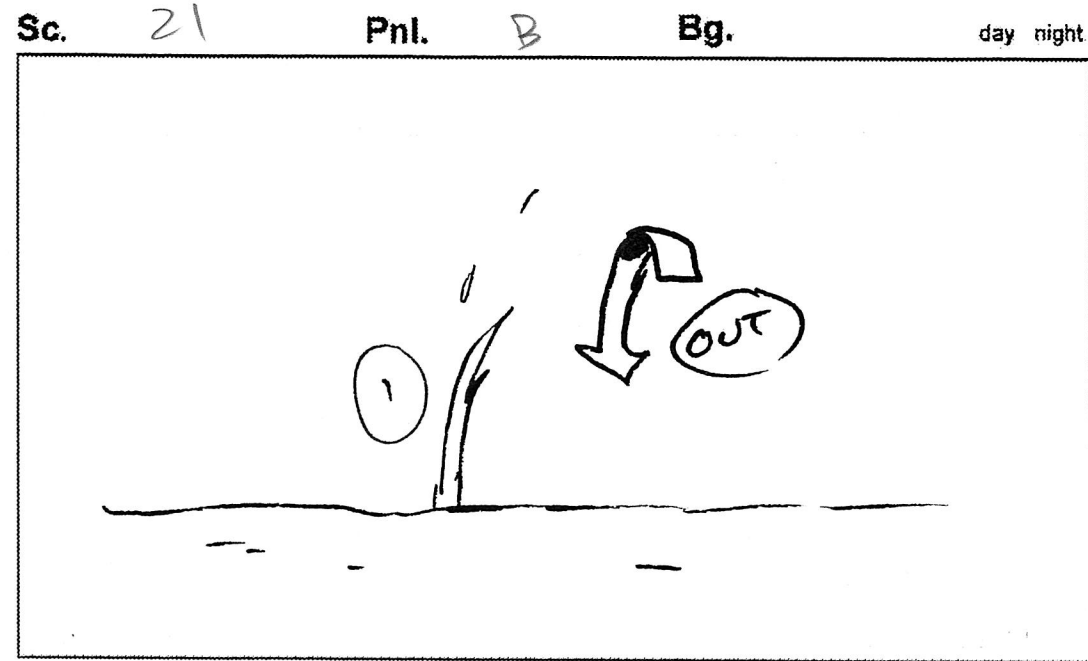
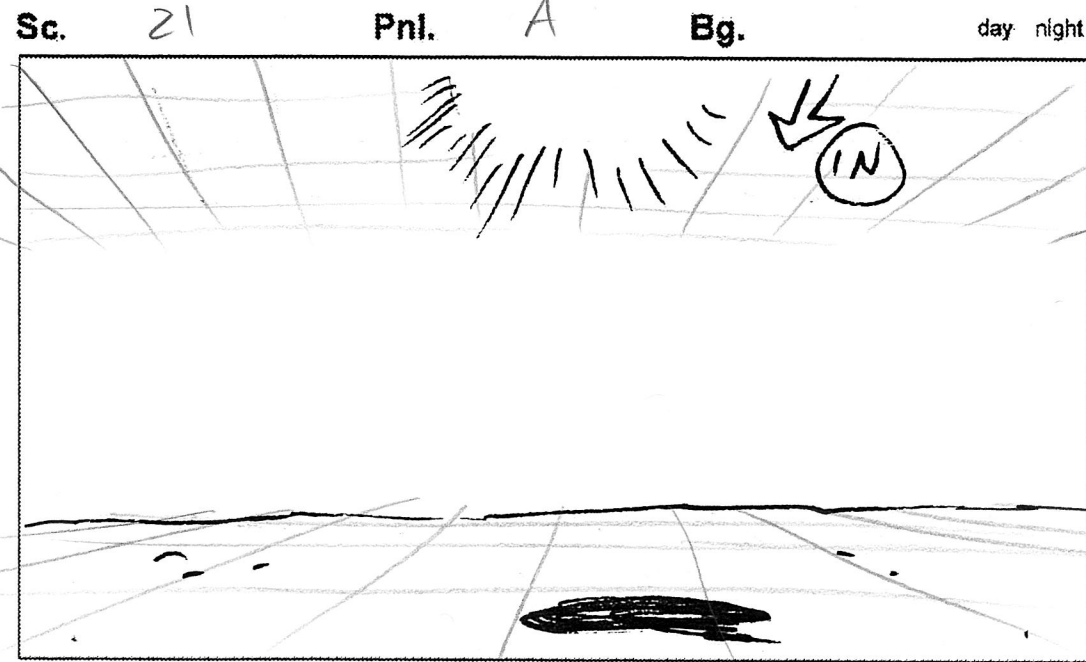
Production :

1025-183

# ADVENTURE TIME



Page 22



Dial	
Acti	<p>- comet flies overhead, then dips down over cliff edge.</p>
Time	

EPISODE #

Production :

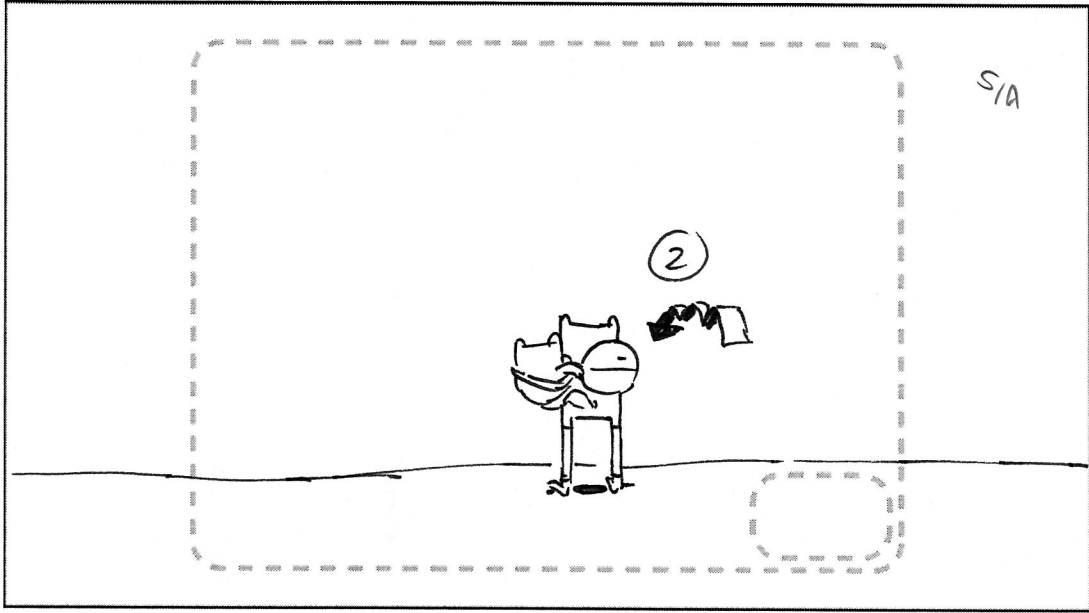
1025-183



ADVENTURE TIME



Sc. 21 Pnl. C Bg. day night



Sc. 22 Pnl. A Bg. day night



Dialog:	
Action:	- F. WALKS TO CLIFFS EDGE.
Timing:	
- comet flies into the undersea trench	

EPISODE #

Production :

1025-183

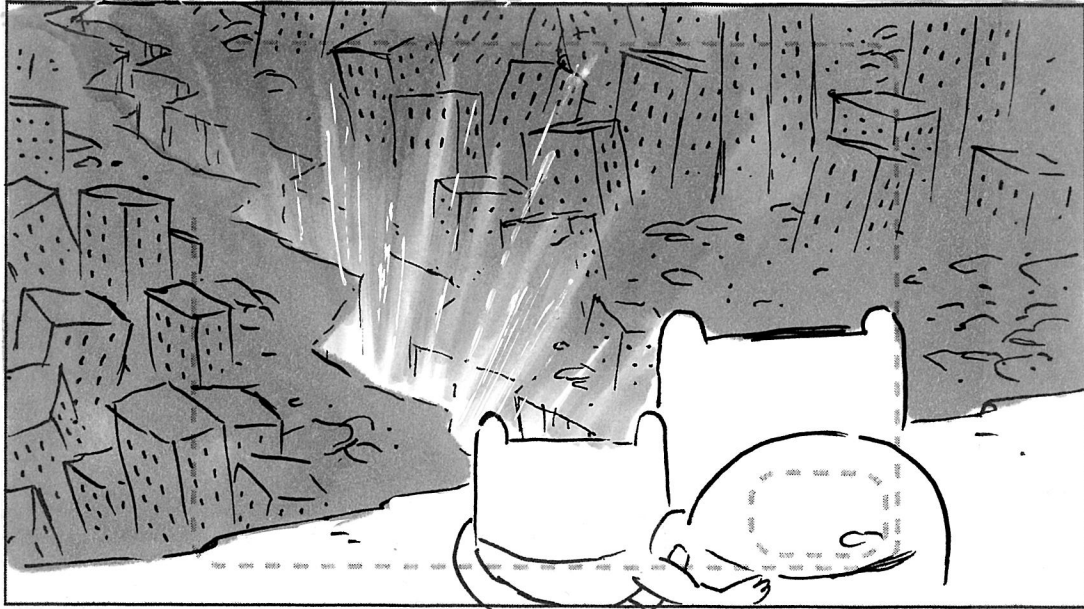


# ADVENTURE TIME

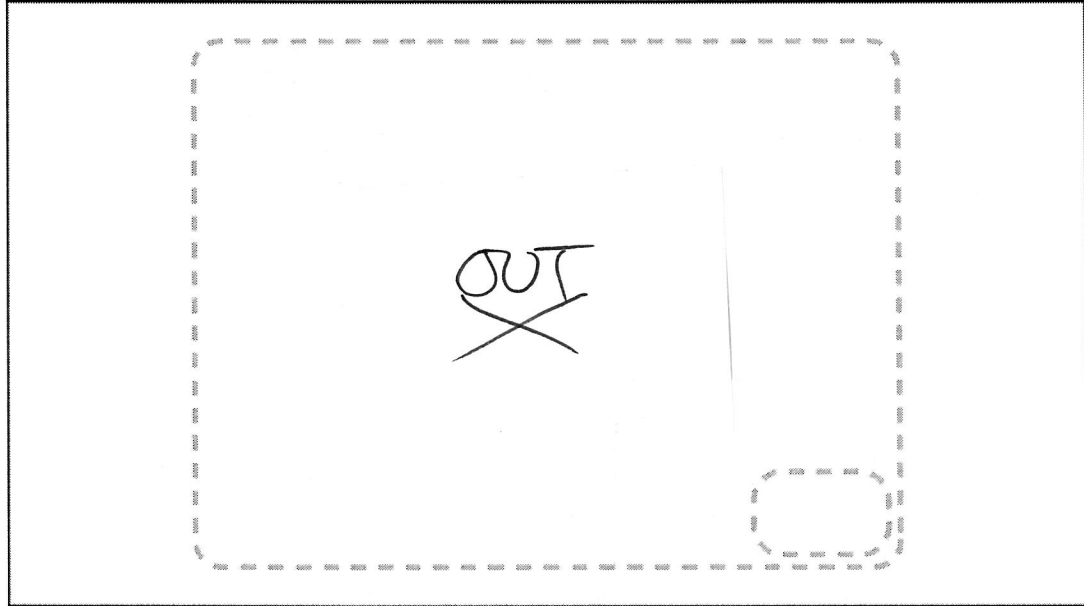


Page 24

Sc. 22 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:

Action: -The comet's glow softly illuminates  
the undersea trench.

Timing:

EPISODE #

Production :

1025-183

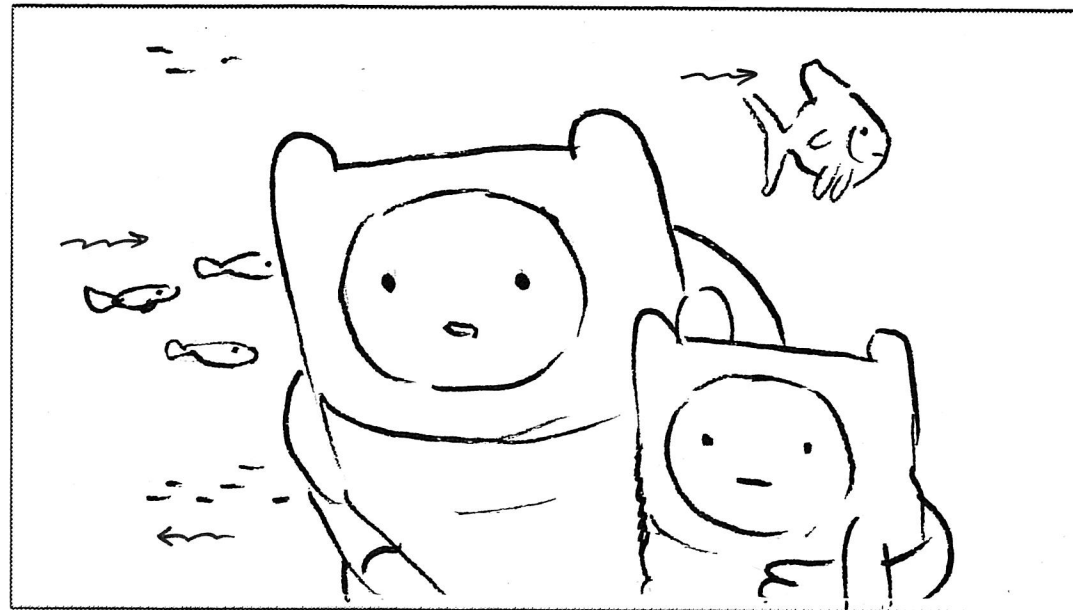
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# ADVENTURE TIME

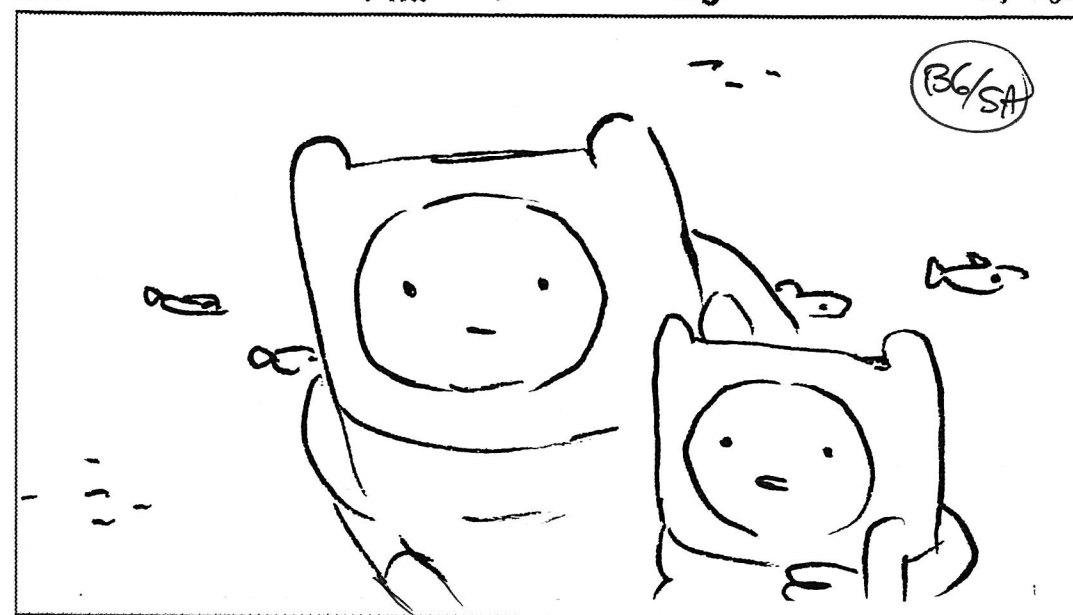


Page 25

Sc. 23 Pnl. A Bg. day night



Sc. 23 Pnl. B Bg. day night



Dialog:

(F) Waw, already?  
That was fast.

Action:

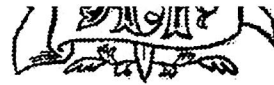
Timing:

(BF) Yup, we're  
here. It's  
time to wake  
up now.

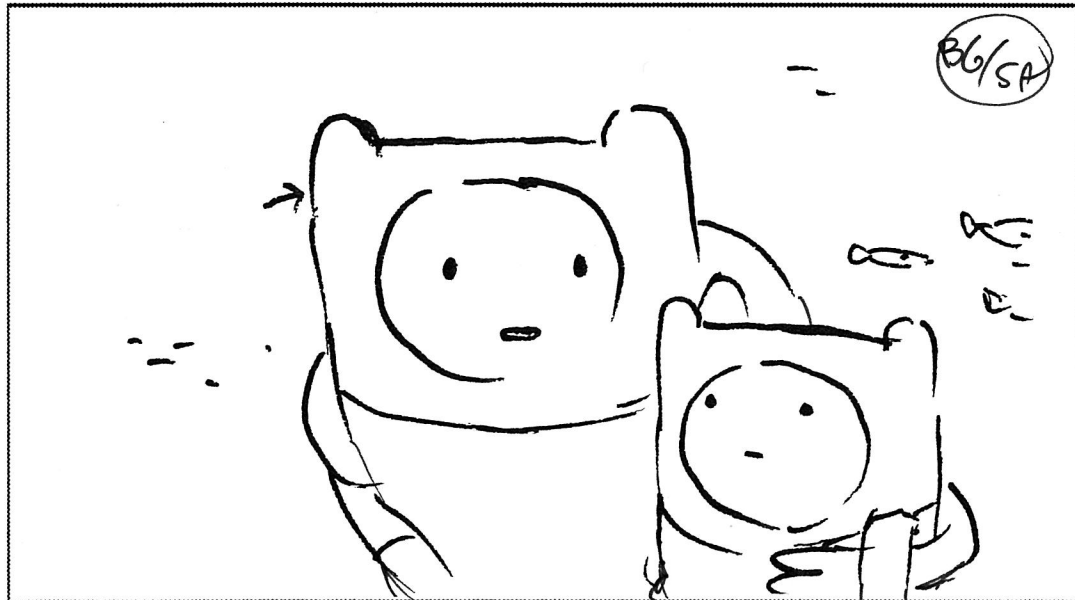
Production :

EPISODE #

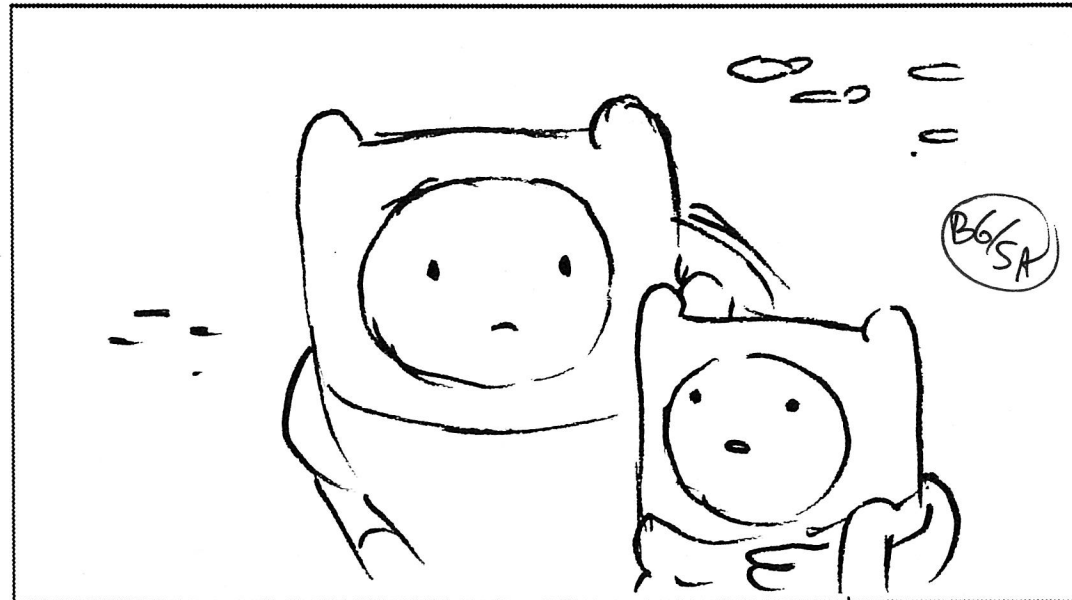
1025-183



Sc. 23 Pnl. C Bg. day night



Sc. 23 Pnl. D Bg. day night



Dialog:

(F:) What, now?

(BF:) Yup.

Action:

Timing:

EPISODE #

Production :

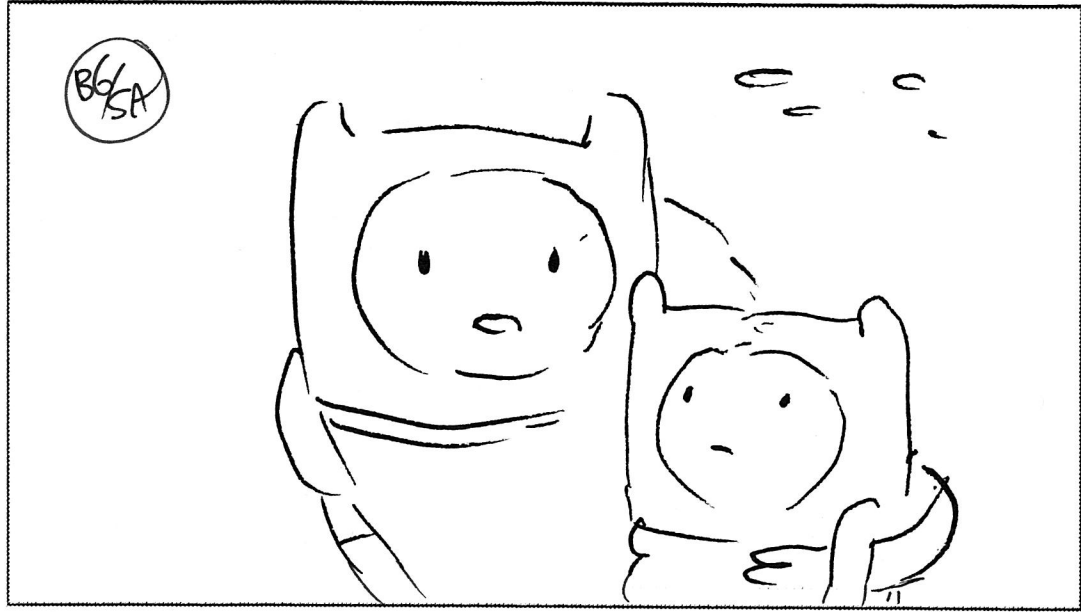
1025-183

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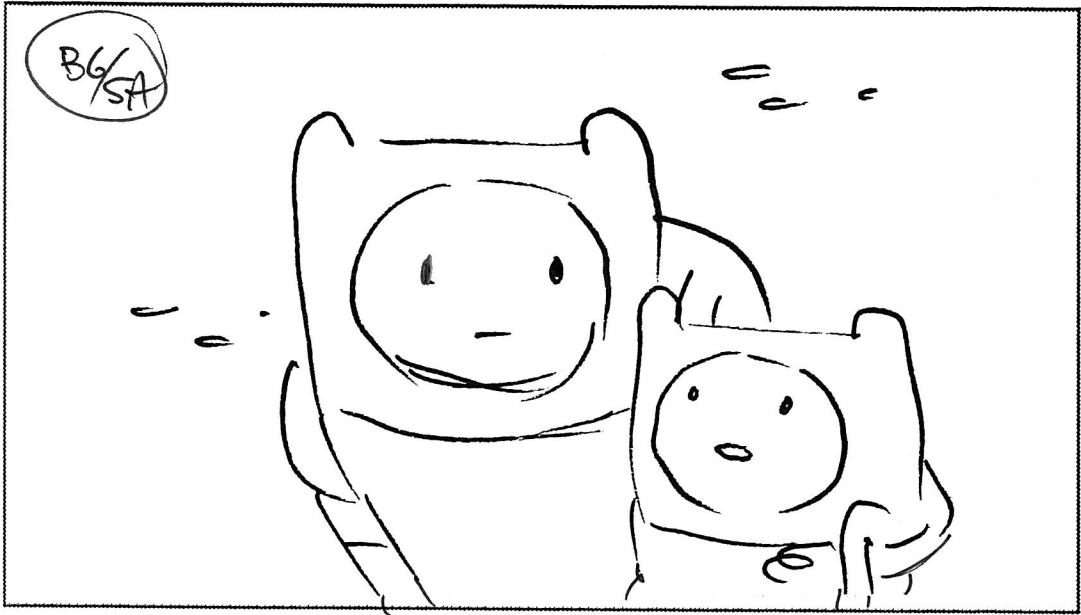
ADVENTURE TIME



Sc. 23 Pnl. E Bg. day night



Sc. 23 Pnl. F Bg. day night



Dialog:	(F) like, <u>RIGHT</u> now?	(BF) y- ("yes" cut-off)
Action:		
Timing:		

EPISODE #

1025-183

Production :

# ADVENTURE TIME

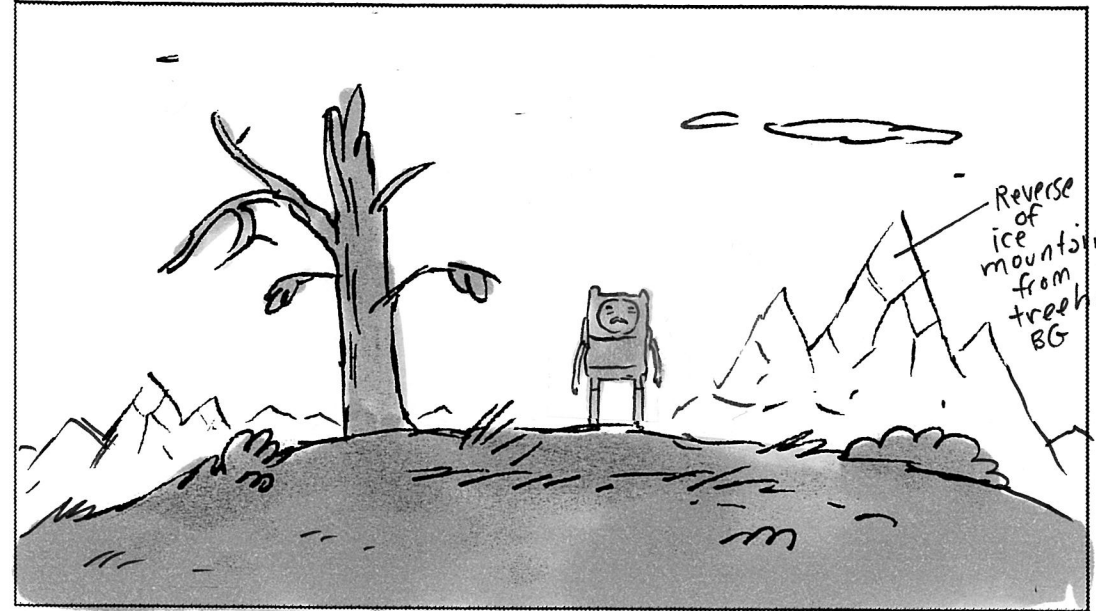


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Sc. 24 Pnl. A Bg. day night



Sc. 25 Pnl. B Bg. day night



Dialog:	<p>(F:) (extremely hoarse)          *cough cough*..          Ugh... where am I...?</p>	
Action:	<p>- FINN'S LIPS CHAPPED</p>	
Timing:	<p>FINN Blinks twice          (A) (B) (A) (B) (A) (B) →</p>	<p>Far BG in sun          Finn layer in shadow</p>

[FACE IN SHADOW]

EPISODE #

Production :

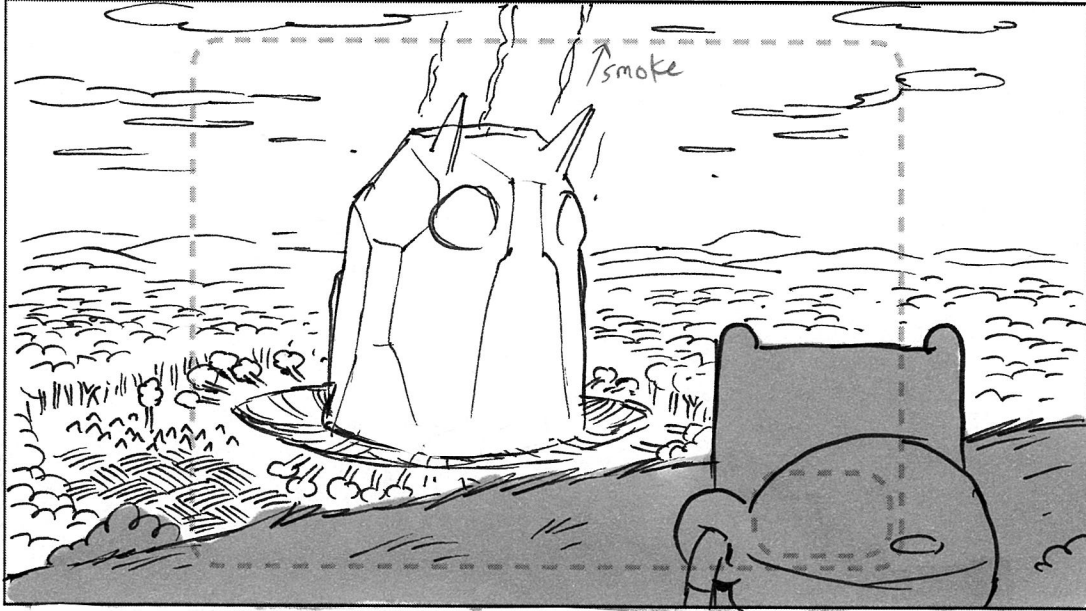
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# ADVENTURE TIME

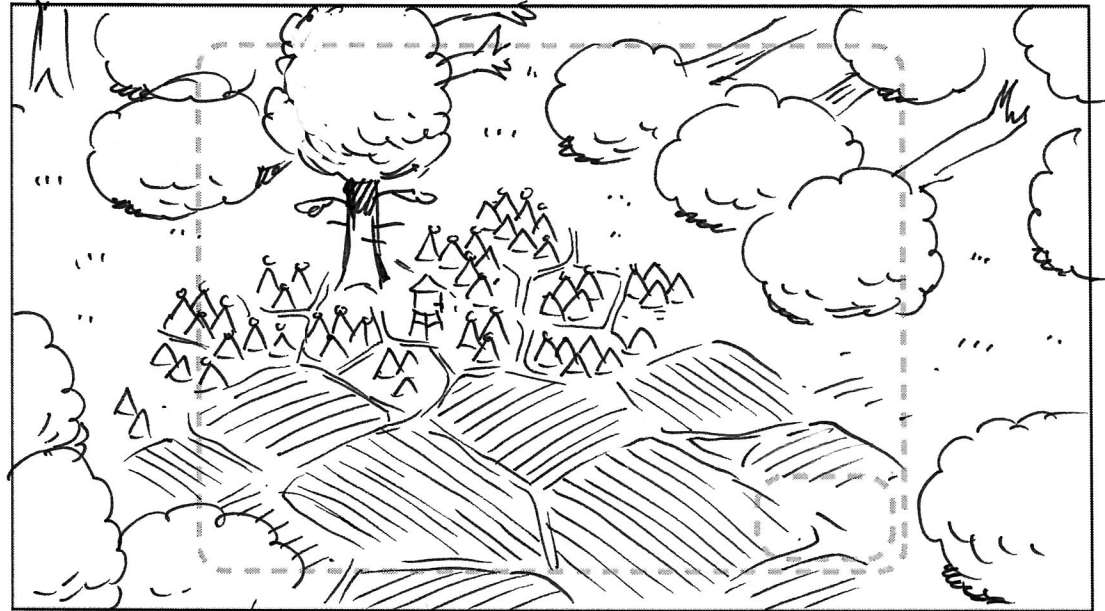


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Sc. 26 Pnl. A Bg. day night



Sc. 27 Pnl. A Bg. day night



Dialog:

(F:) (one string of words)  
what-the-heck-is-that-the-comet?

(F)(OS) ... and a little farming  
village?

Action:

- CRASHED STAR CRUISER

Timing:

EPISODE #

Production :

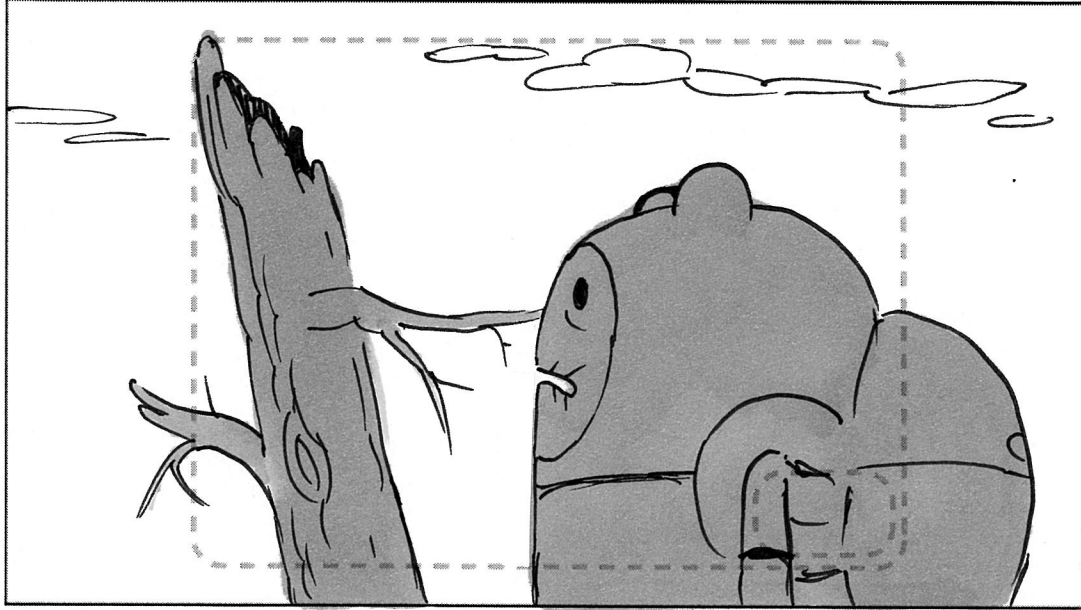
1025-183

# ADVENTURE TIME

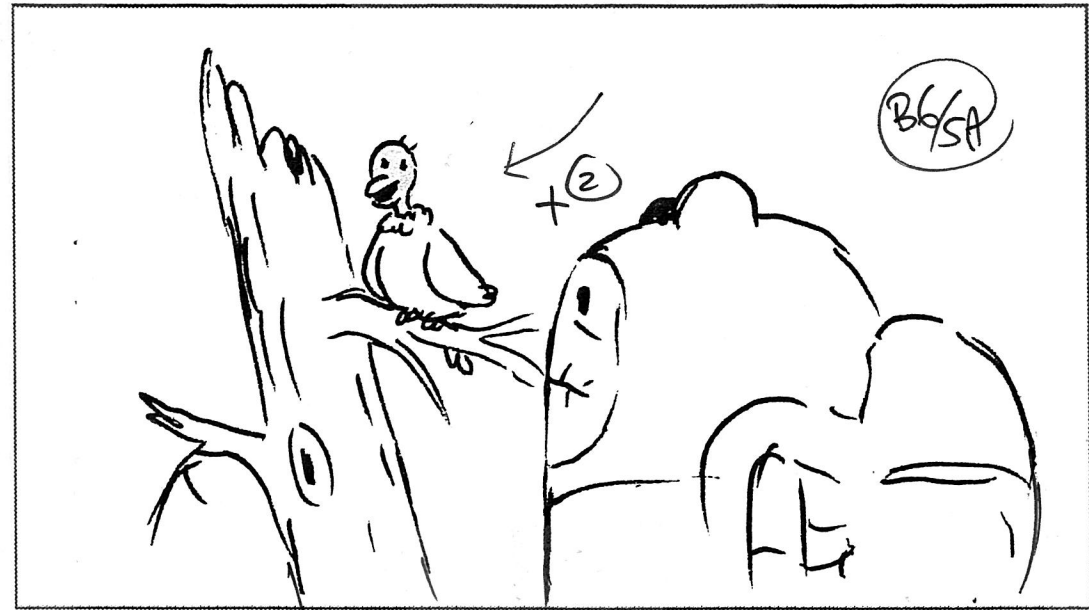


Page 30

Sc. 28 Pnl. A Bg. day night



Sc. 28 Pnl. B Bg. day night



Dialog:  
(F) ... How long have I been walking? ...

(VULTURE): Man - two WHOLE DAYS! ...  
... AT LEAST!

Action:

-vulture flies into shot,  
lands on branch, then speaks.

Timing:



EPISODE #

Production :

1025-183



# ADVENTURE TIME



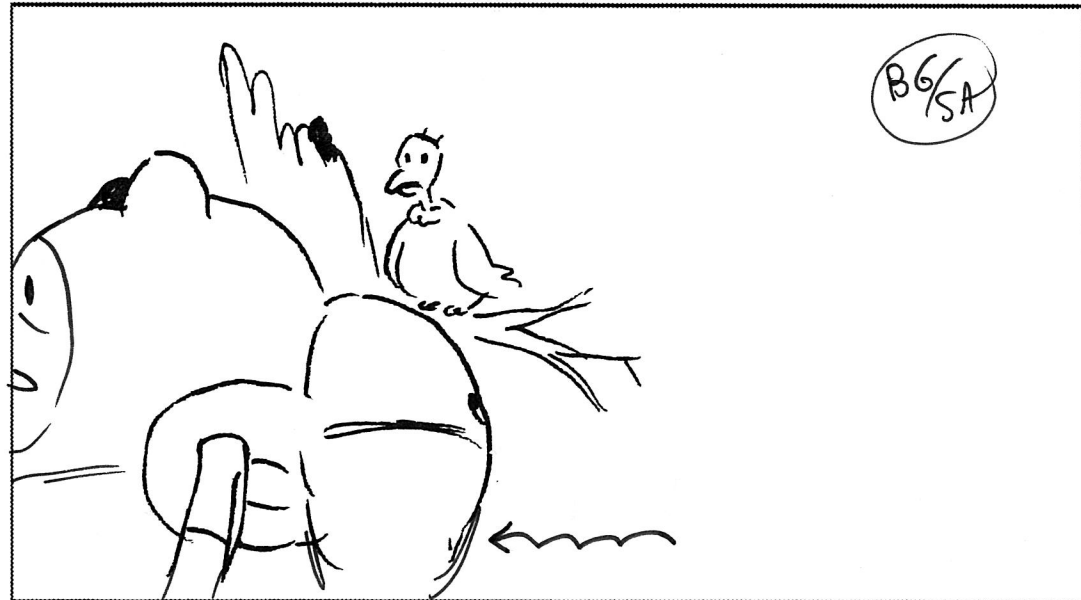
Page 31

Sc. 28

Pnl. C

Bg.

day night

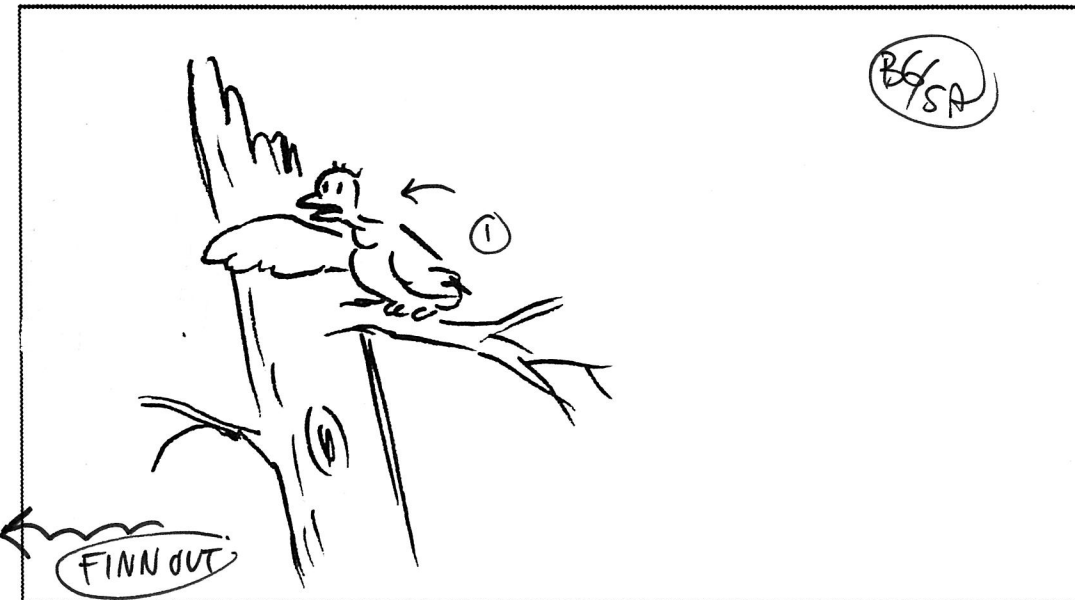


Sc. 28

Pnl. D

Bg.

day night



Dialog:

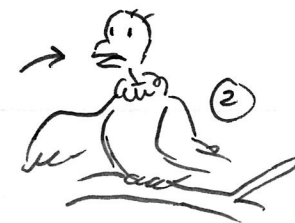
(F:) wow, I need  
some water,  
stat.

Action:

- vulture reaches out longingly as Finn walks  
away.

Timing:

(VULTURE:) No wait!... ahhh... geez...  
① ②



EPISODE #

Production :

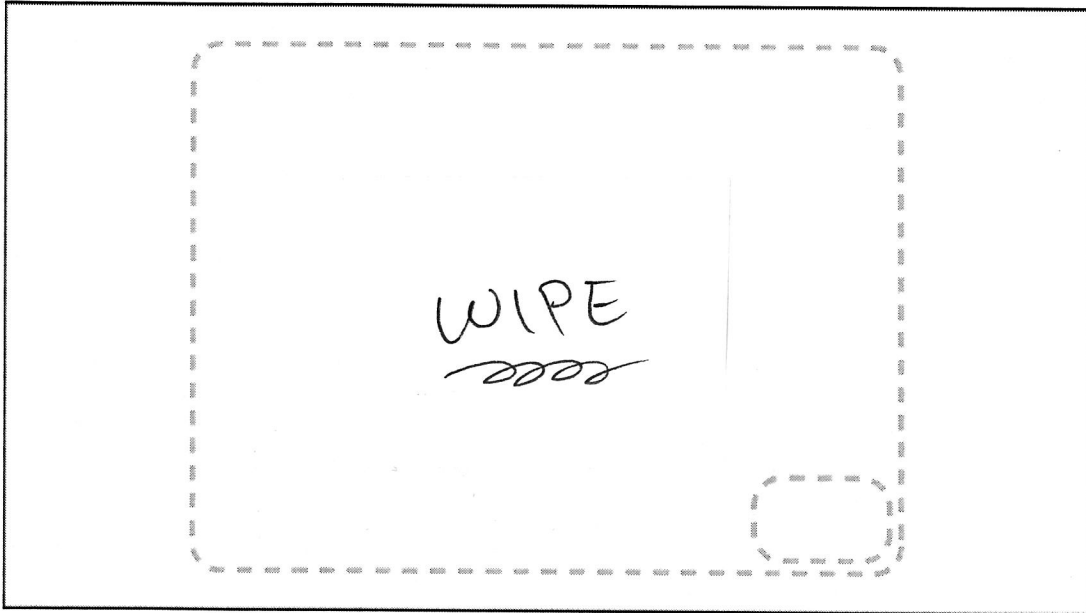
1025-183



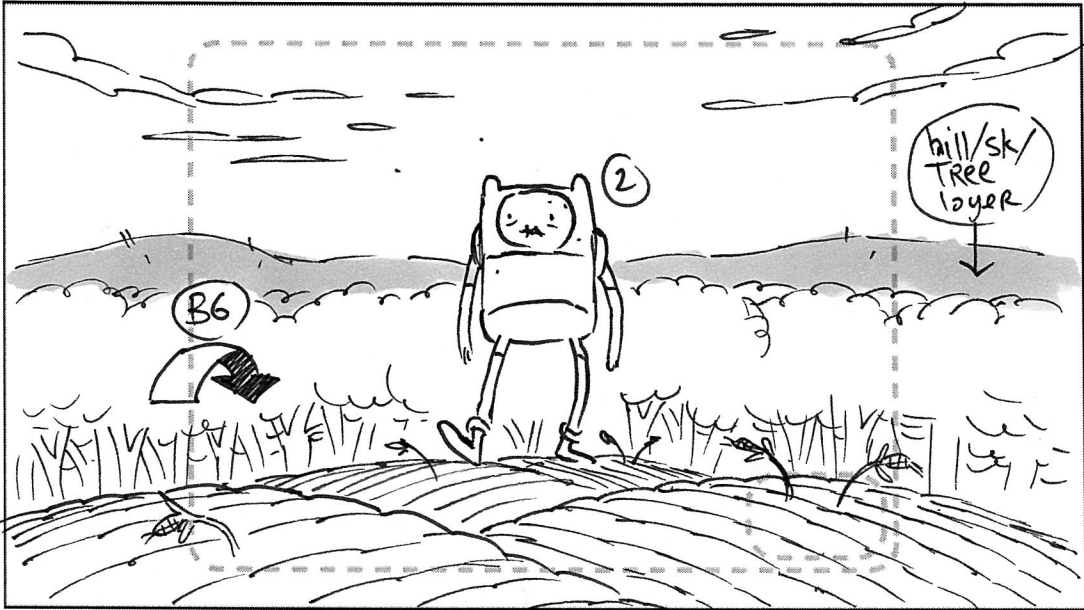
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 29 Pnl. A Bg. day night



Dialog:	(F) (1) Hmm... (2) Fields are lookin' a little sparse.	
Action:	- F. WALKS ACROSS FIELDS.	
Timing:		

EPISODE #

Production :

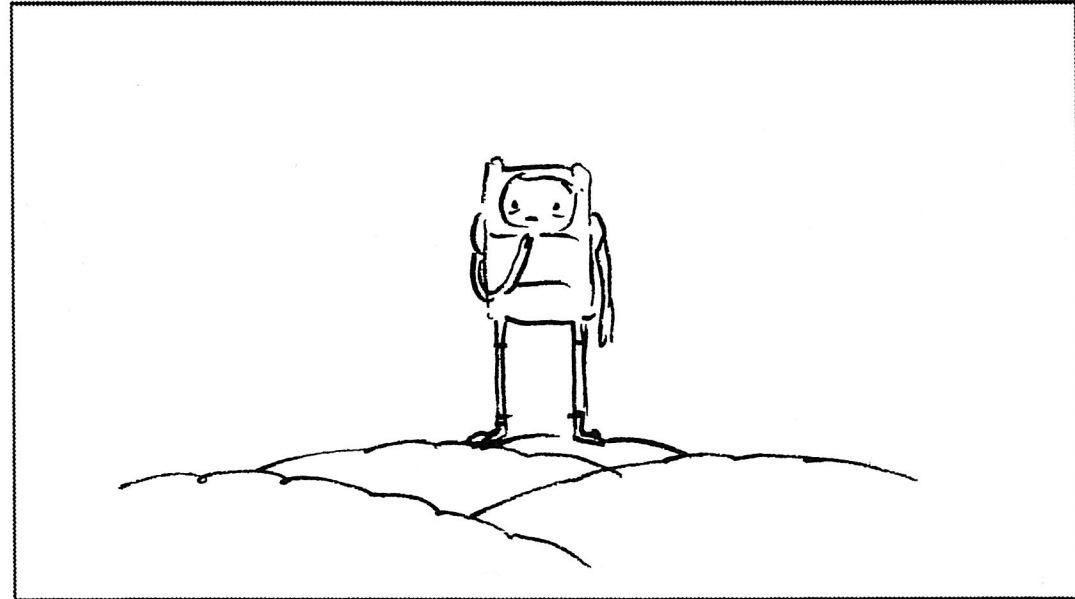
1025-183



Sc. 30 Pnl. A Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog:	(O/S) (F:) kinda runty...	(F) I wonder if this village even has any wat--
Action:	-F. STOPS WALKING.	
Timing:		

EPISODE #

1025-183

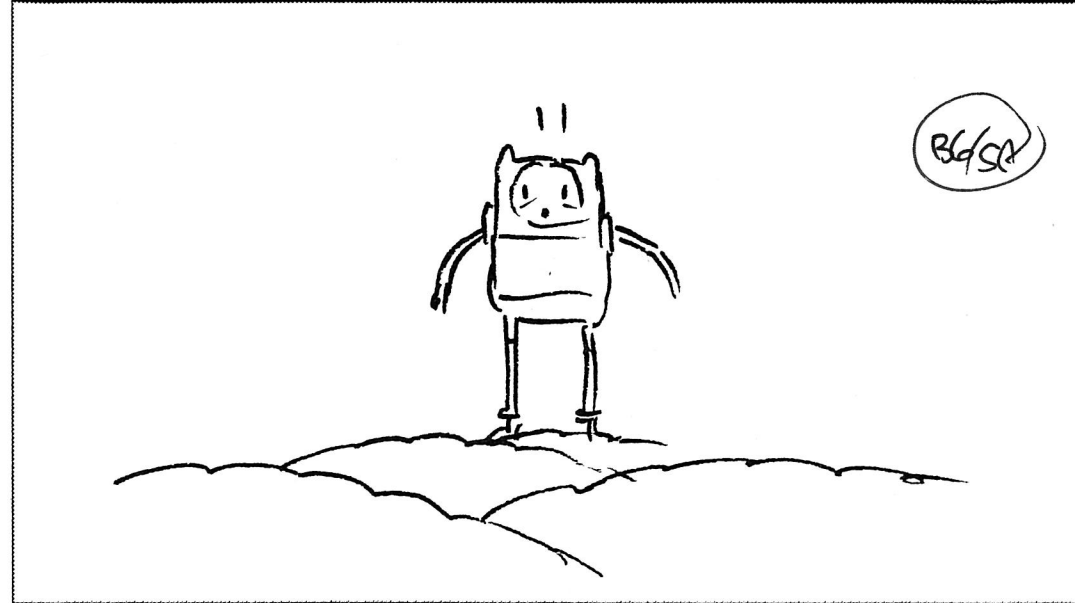
Production :

# ADVENTURE TIME

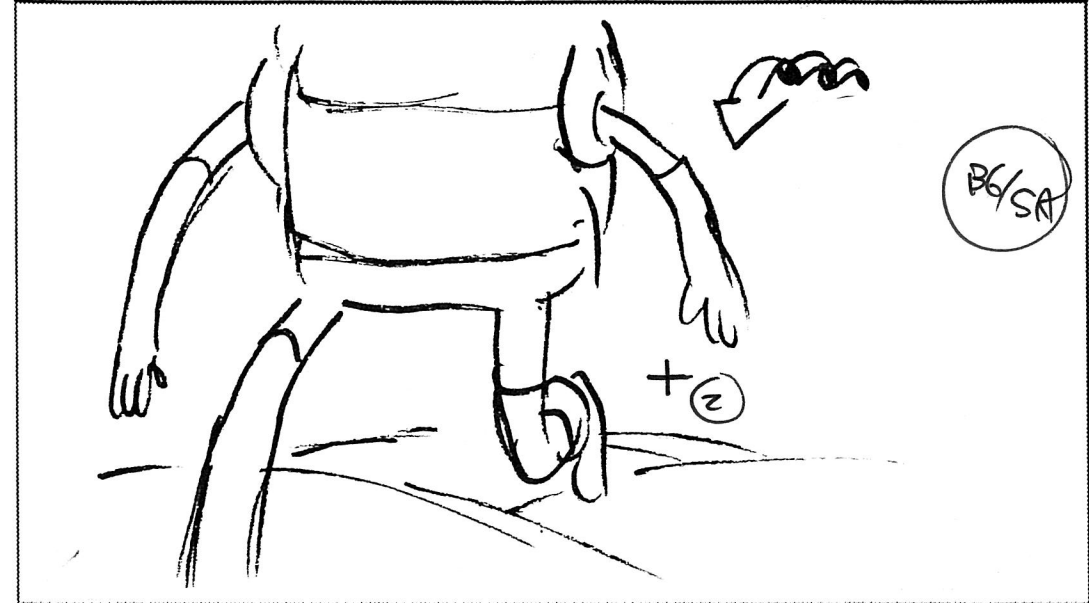


Page 34

Sc. 31 Pnl. B Bg. day night



Sc. 31 Pnl. C Bg. day night



Dialog:

(F) → oh snap -

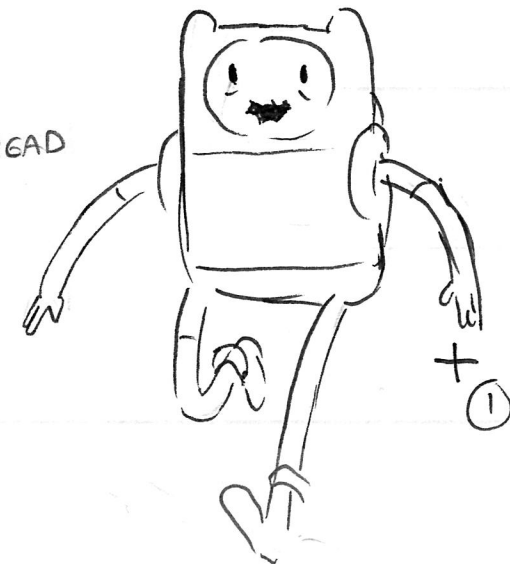
(F) → I see some!

Action:

- Finn sees the water tower not far away.

ALT: - UP 2 HEAD

Timing:



EPISODE #

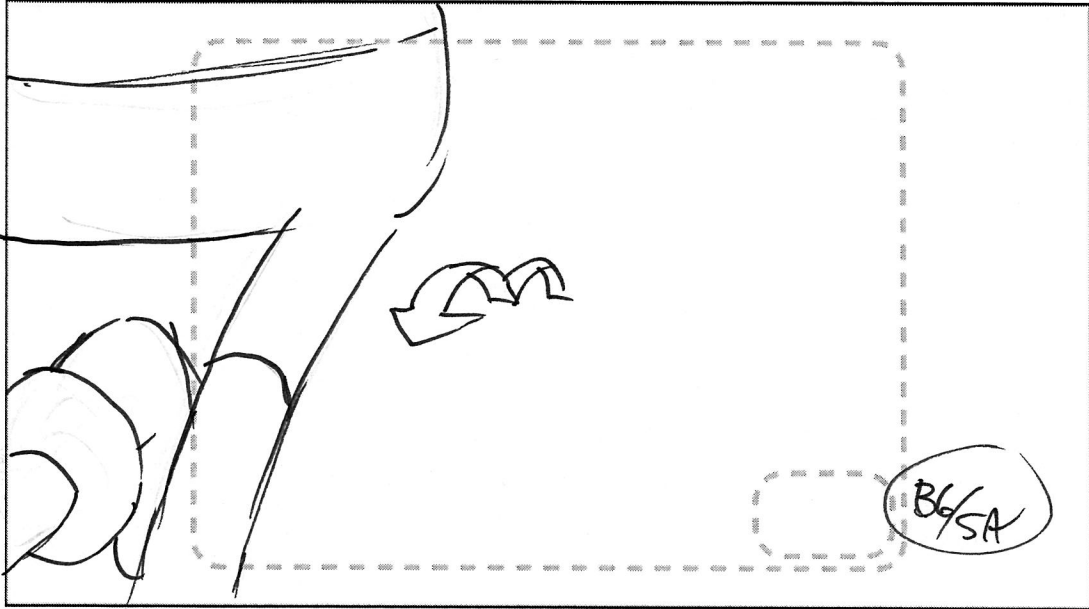
1025-183

Production :

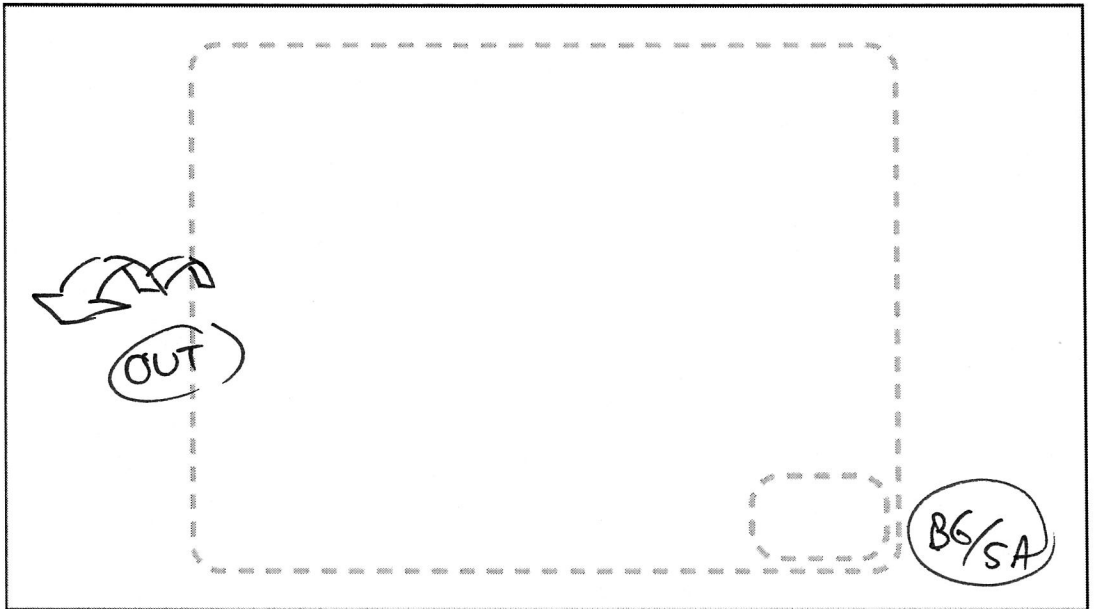
ADVENTURE TIME



Sc. 31 Pnl. D Bg. day night



Sc. 31 Pnl. E Bg. day night



Dialog:
Action: -F RUNS OFF/S.
Timing:

EPISODE #

Production :

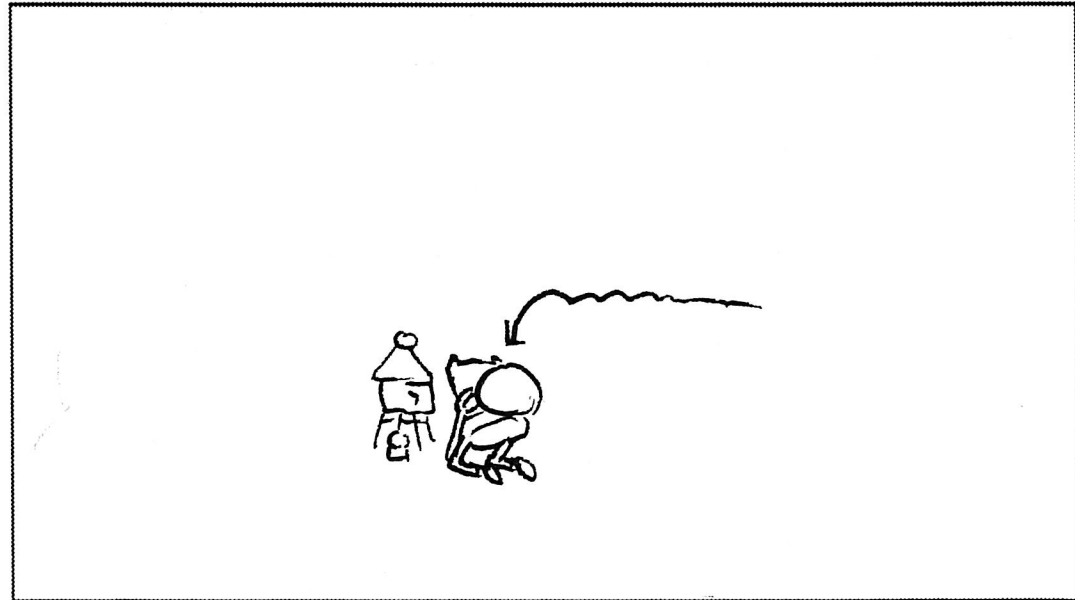
1025-183



Sc. 32 Pnl. A Bg. day night



Sc. 32 Pnl. B Bg. day night



Dialog:

(F) \* huff puff \*

(F) \* catches breath \*

Action:

- Finn runs in to the village and kneels exhausted before the water tower.

Timing:

EPISODE #

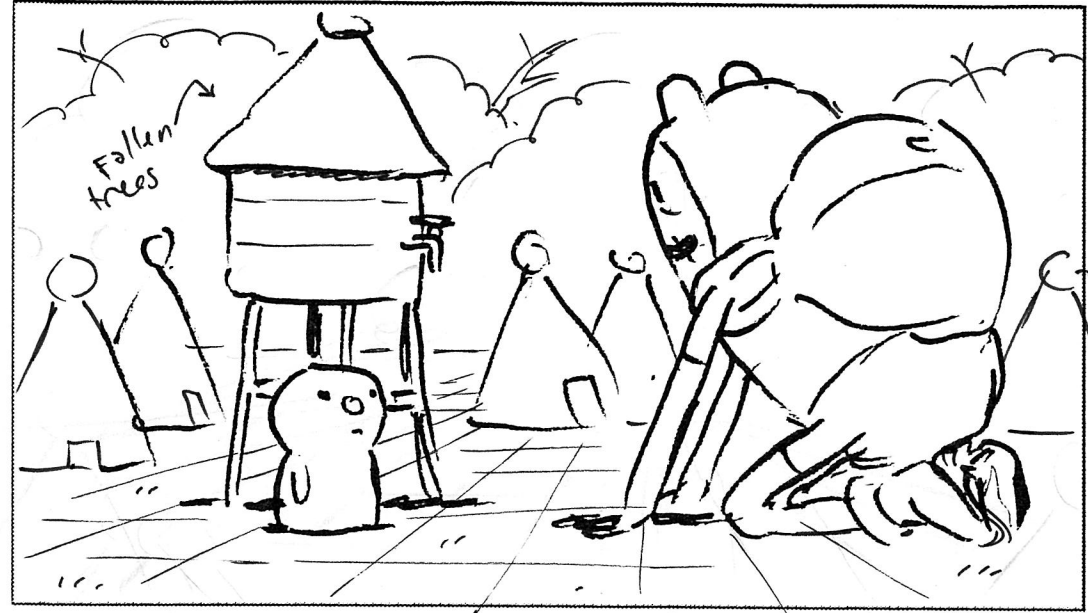
1025-183

Production :

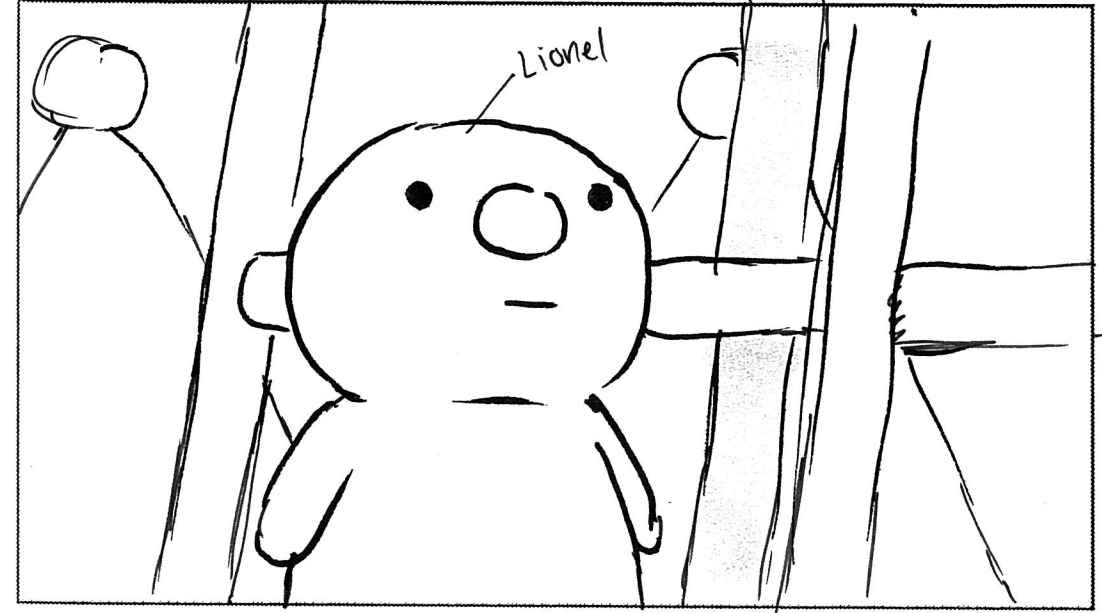
# ADVENTURE TIME



Sc. 33 Pnl. A Bg. day night



Sc. 34 Pnl. A Bg. day night



Dialog:	(F:) excuse me sir, but - could I have some water -	(F) (OS) → I've been sleepwalking for days.	TRACK TUPES
Action:			
Timing:			

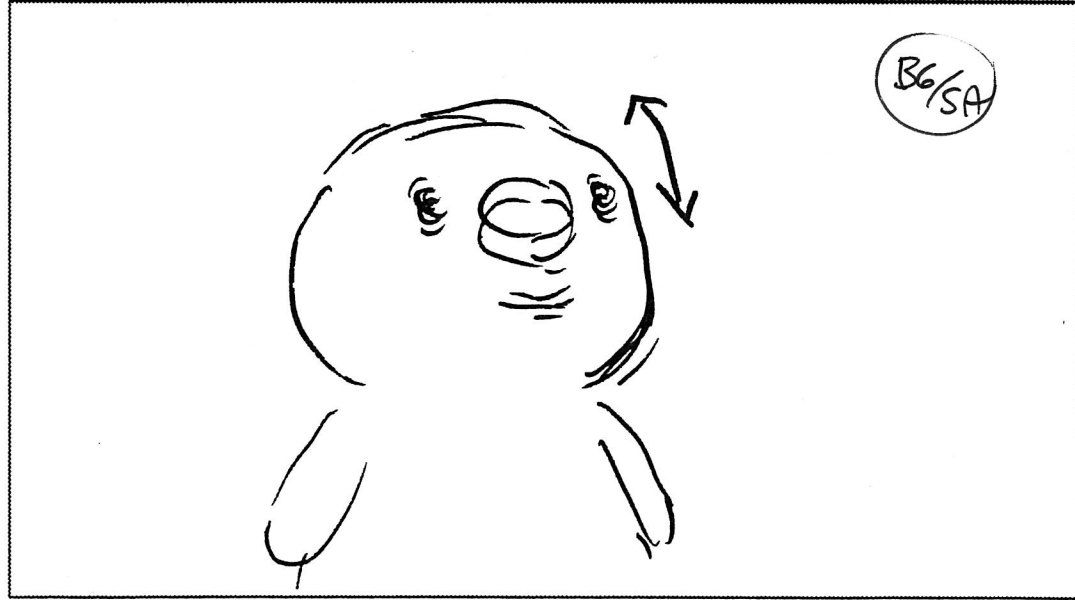
EPISODE #

1025-183

Production :



Sc. 34 Pnl. B Bg. day night



Sc. 34 Pnl. C Bg. day night



Dialog:

Action:

Lionel nods excitedly

Lionel gestures towards the water tower twice (A)(B)(A)

Timing:



EPISODE #

Production :

1025-183

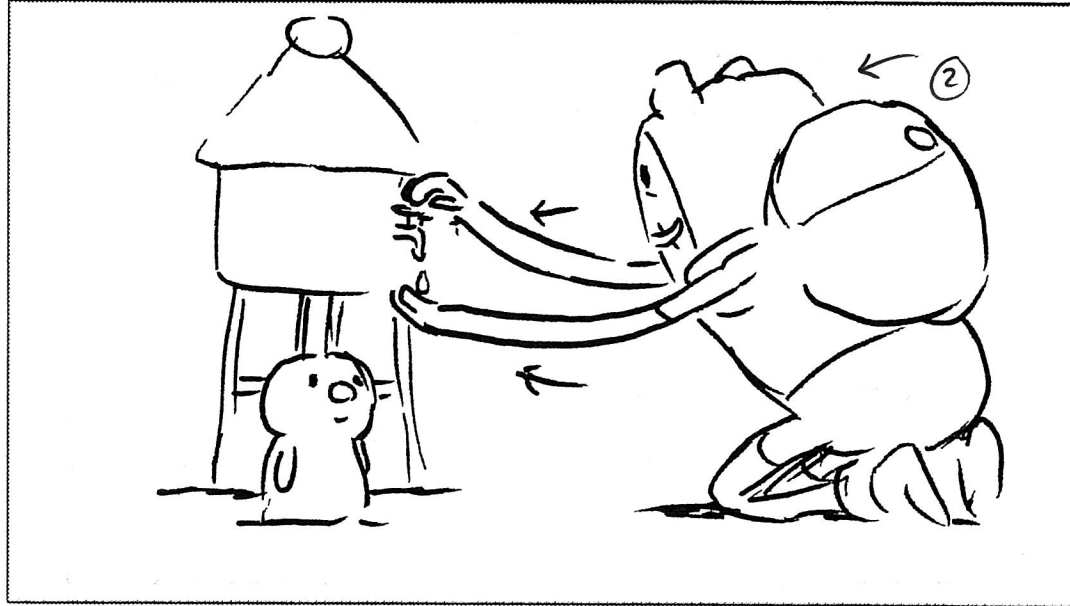


# ADVENTURE TIME

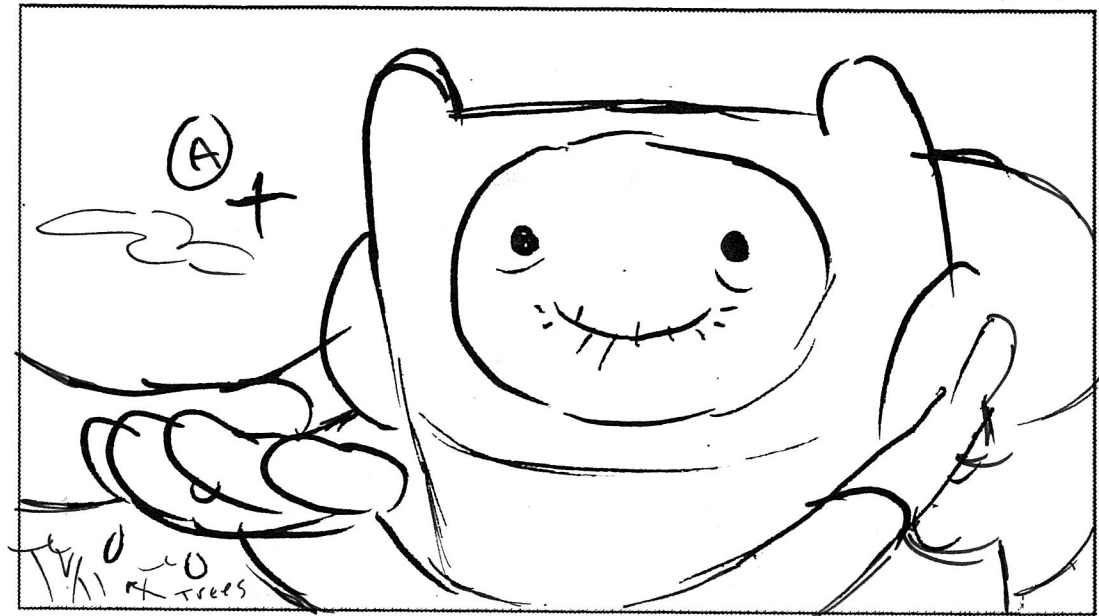


Page 39

Sc. 35 Pnl. A Bg. day night

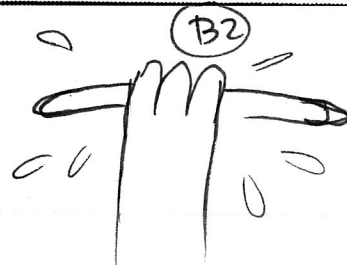


Sc. 36 Pnl. A Bg. day night



Dialog:

(F:) haha - awesome.



(21212 121212)  
(A) (B) (A) (B) ?  
Finn does it twice?  
Finn drinks water  
like Cookie Monster  
eats cookies.

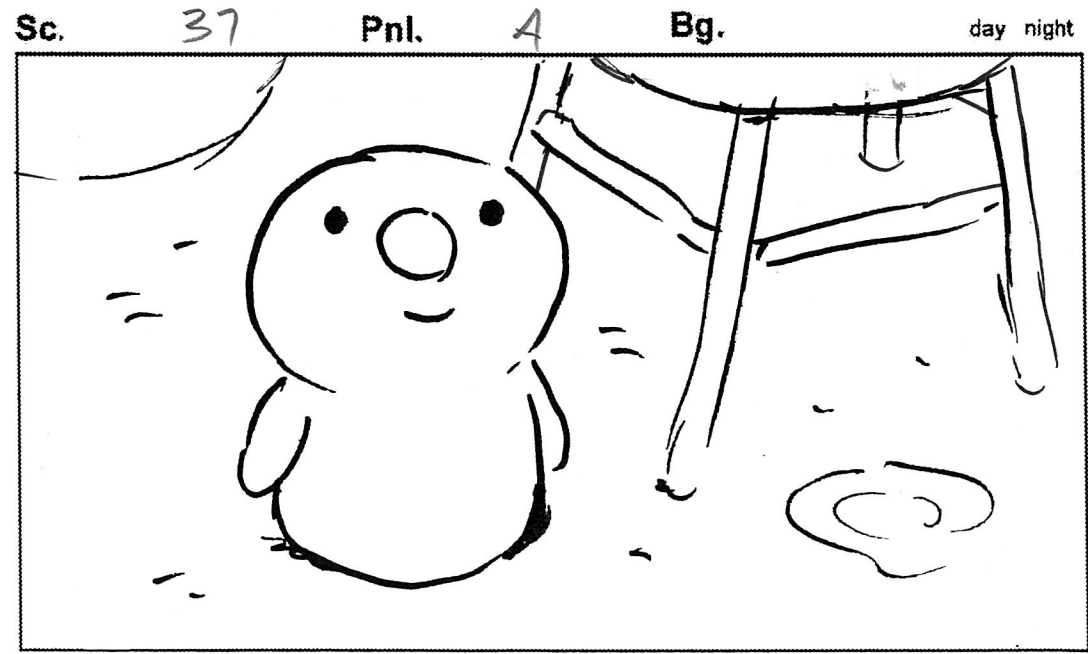
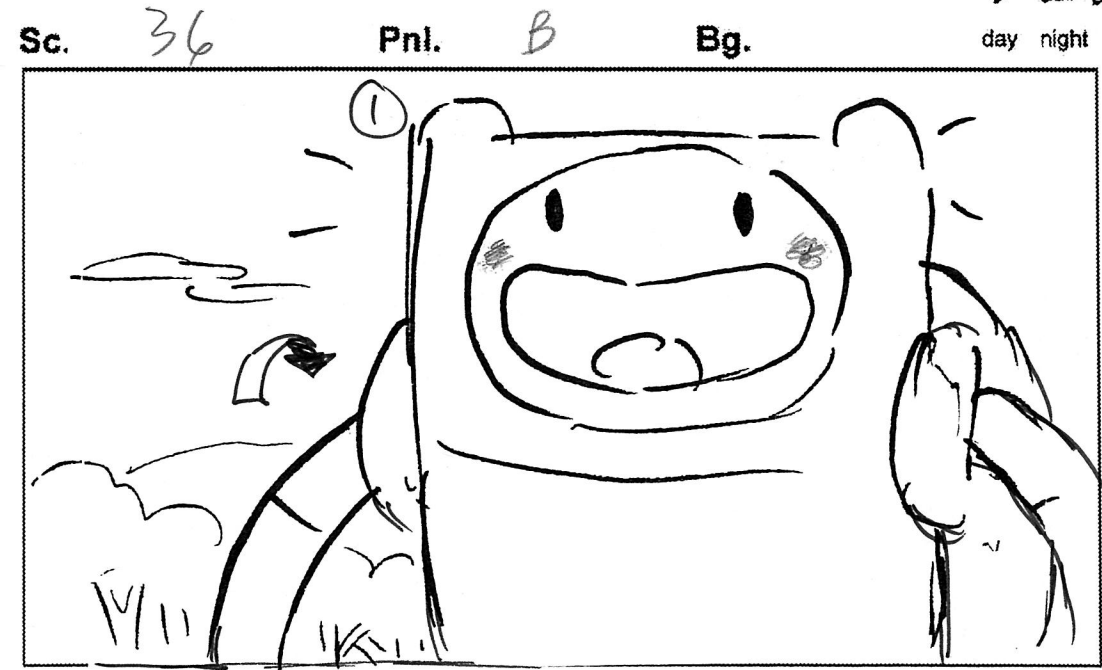
(F) margleblahblargleblah!



EPISODE #

1025-183

Production :



Dialog:		(1) Haha! Heck yeah! (2) Thanks little friend!
Action		
Timin		

- BEAT -

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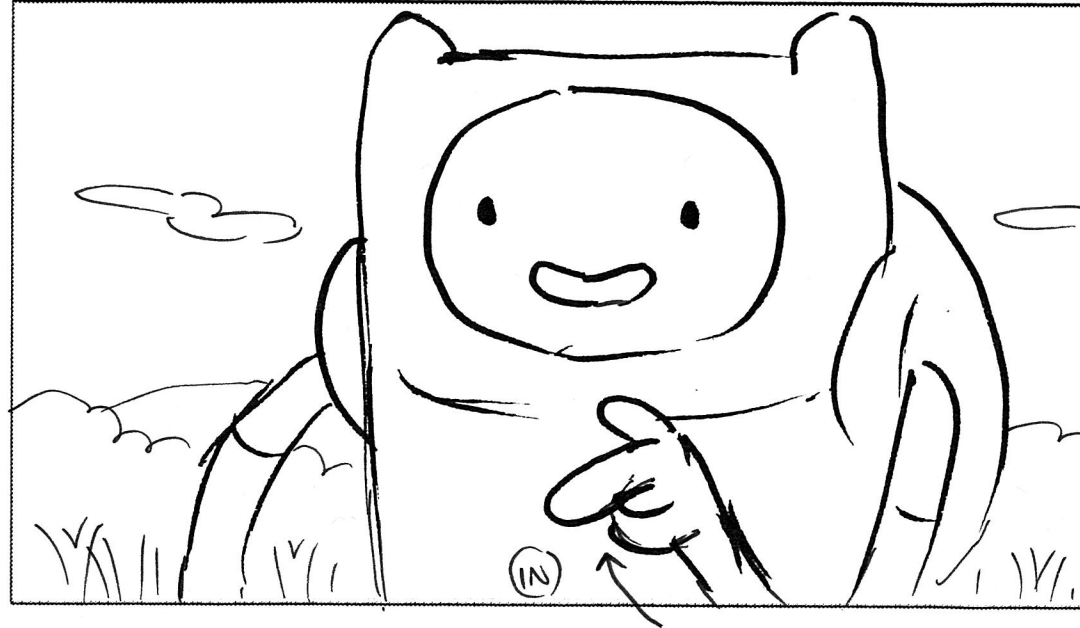
EPISODE # 1025-183  
Production :

# ADVENTURE TIME

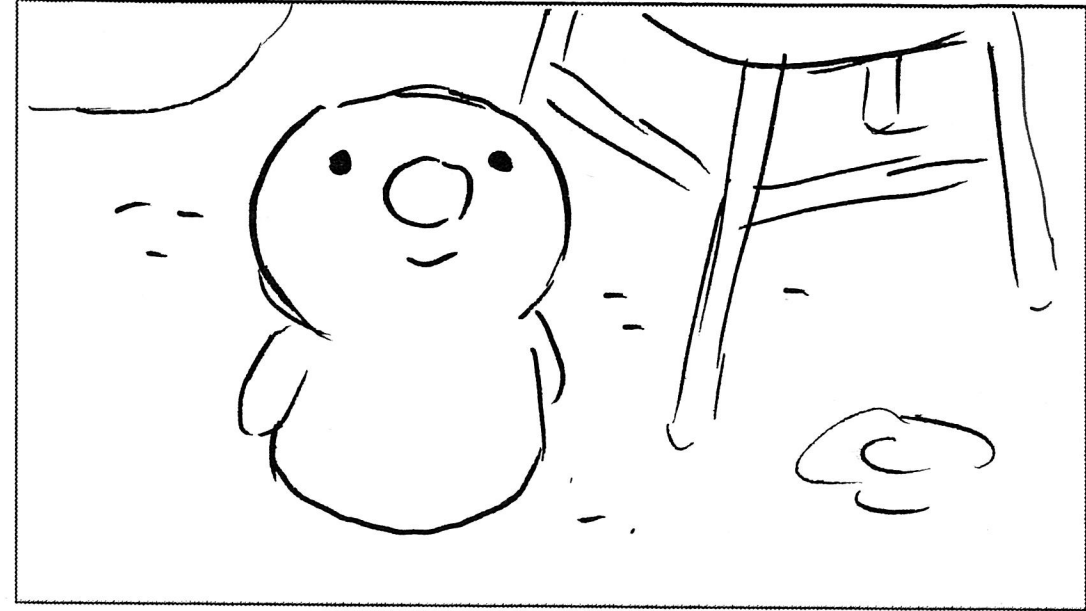


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Sc. 38 Pnl. A Bg. day night



Sc. 39 Pnl. A Bg. day night



Dialog:

(F) You just totally saved my life. No pun intended.

Action:

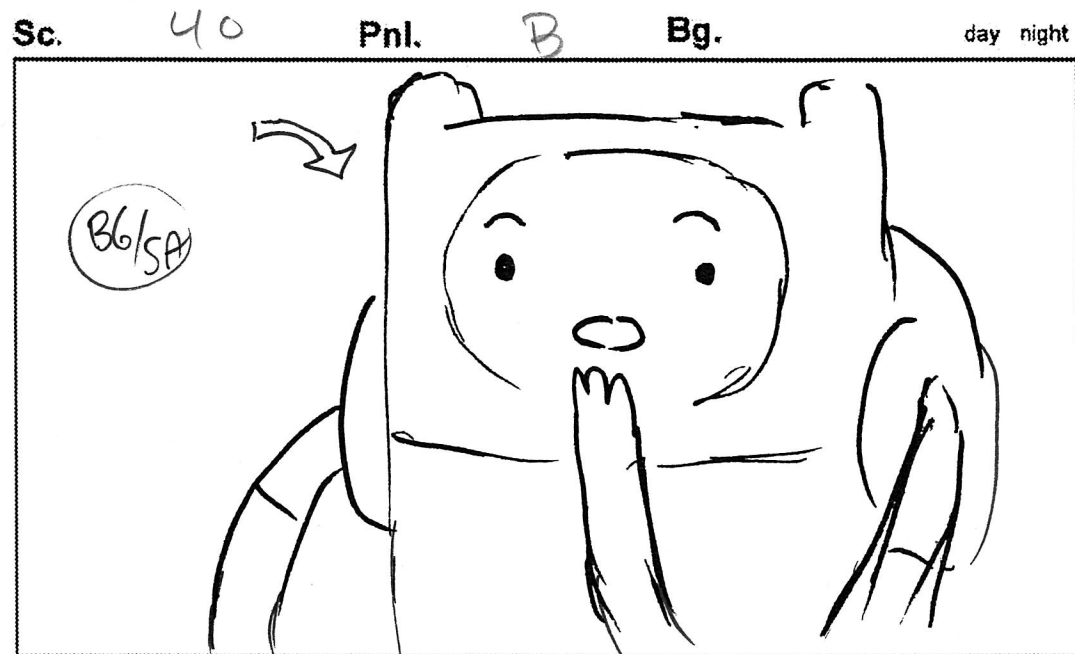
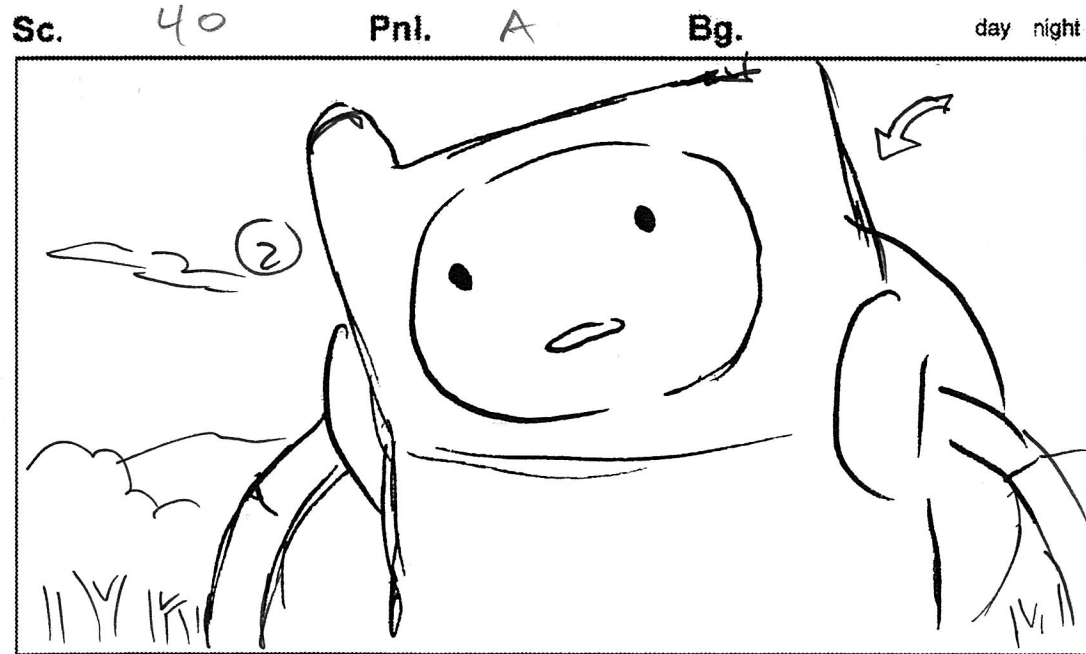
Timing:

- BEAT -

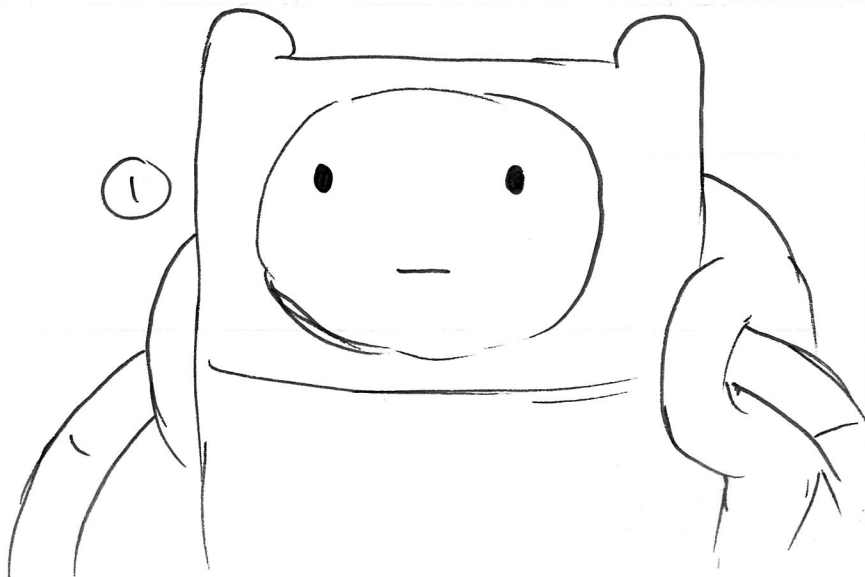
EPISODE #

Production :

1025-183



Dialog:	(F) Whassamatter? Can't talk?	(F:) Oh - or are you guys Comet boyz -
Action:		
Timing:	(1)	



# ADVENTURE TIME



Page

43

Sc.

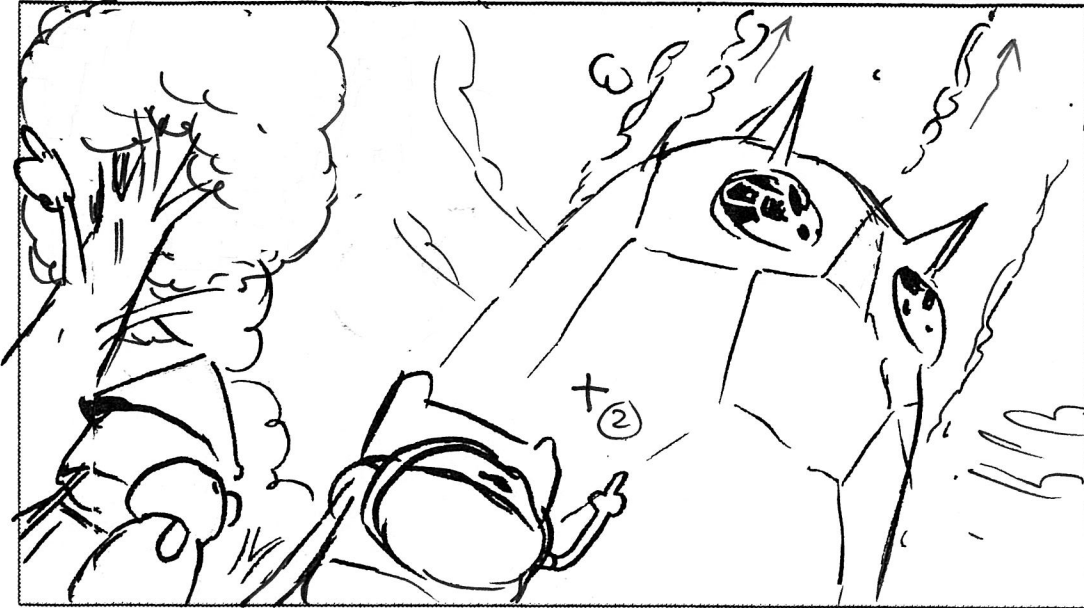
41

Pnl.

A

Bg.

day night



Sc.

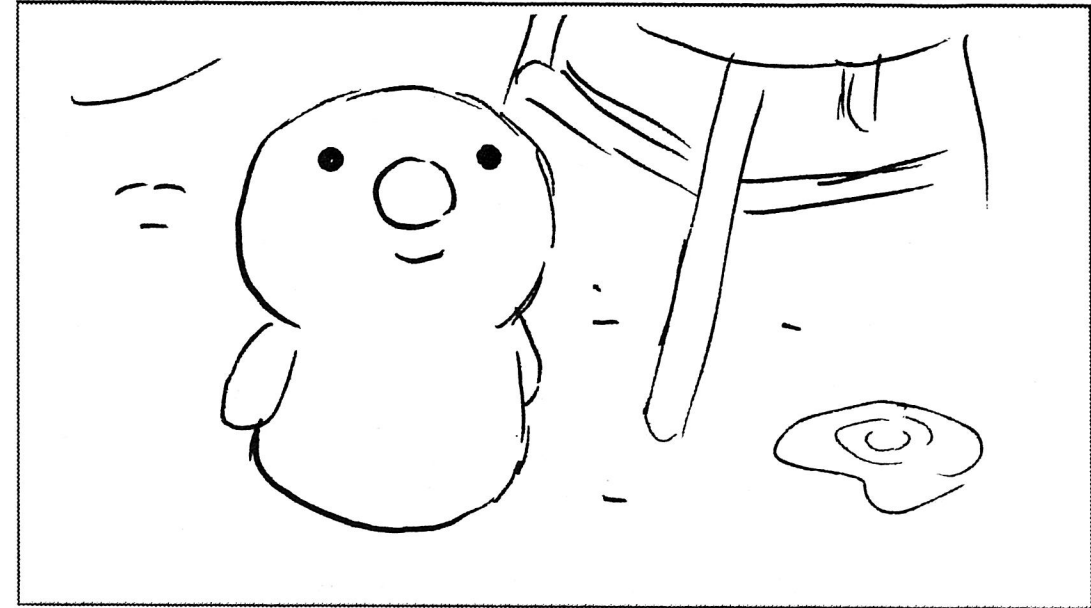
42

Pnl.

A

Bg.

day night



Dialog:

(F:) from up in there?

Action:

Timing:

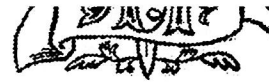


(F) (OS) Lissen I'm no expert, but I think y'all are gonna need a lot more corn.

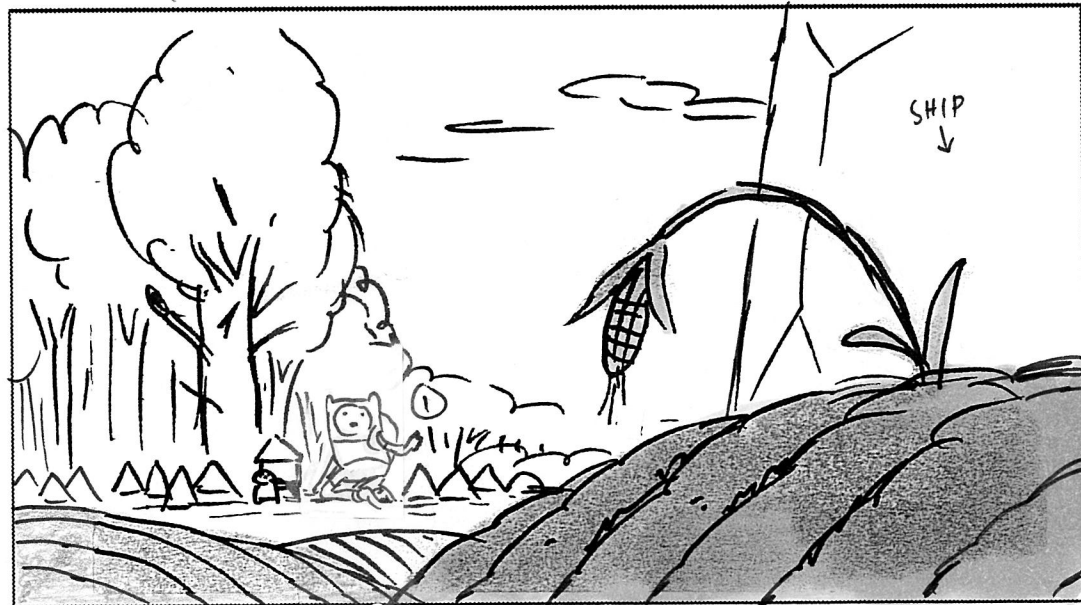
EPISODE #

1025-183

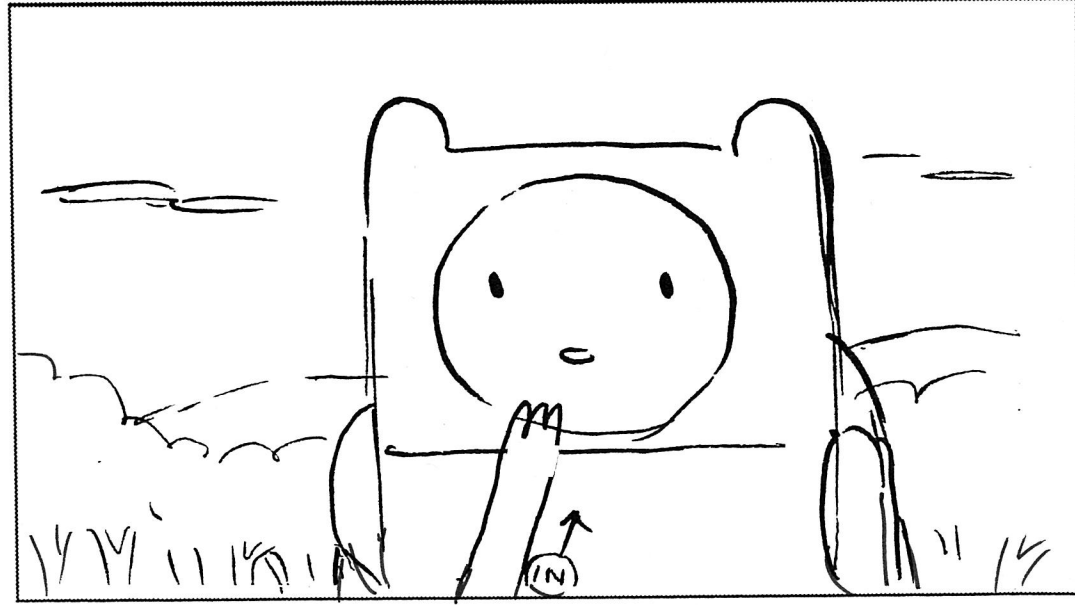
Production :



Sc. 43 Pnl. A Bg. day night



Sc. 44 Pnl. A Bg. day night



Dialog:

(F) → and it's supposed to stand straight up-like.

Action:

Timing:



(F) or, maybe-cornet boyz only need, just like, a little bit of limp corn?

EPISODE #

Production :

1025-183

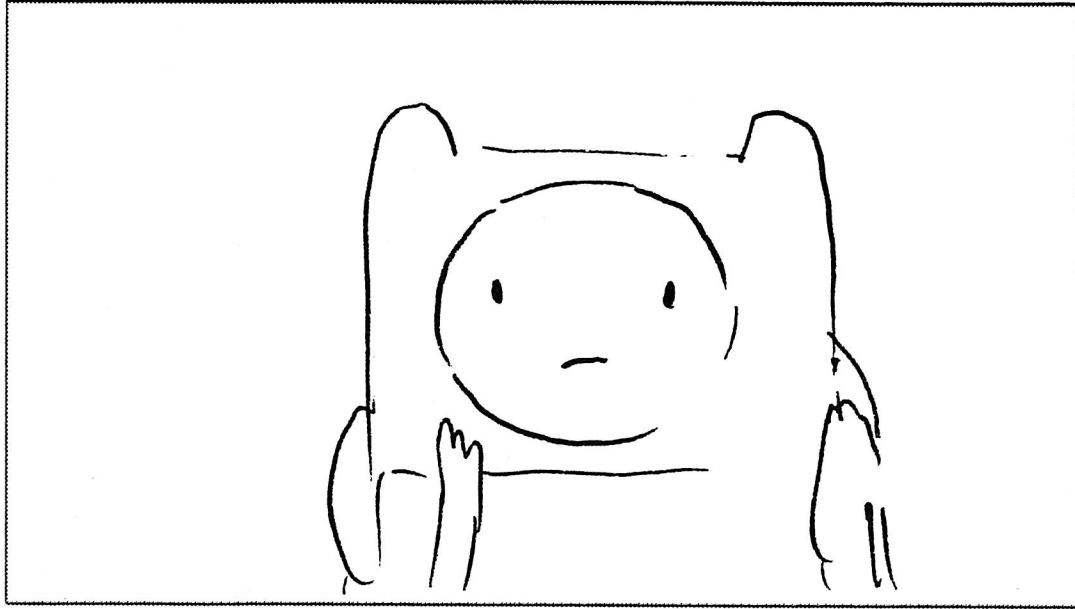
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# ADVENTURE TIME

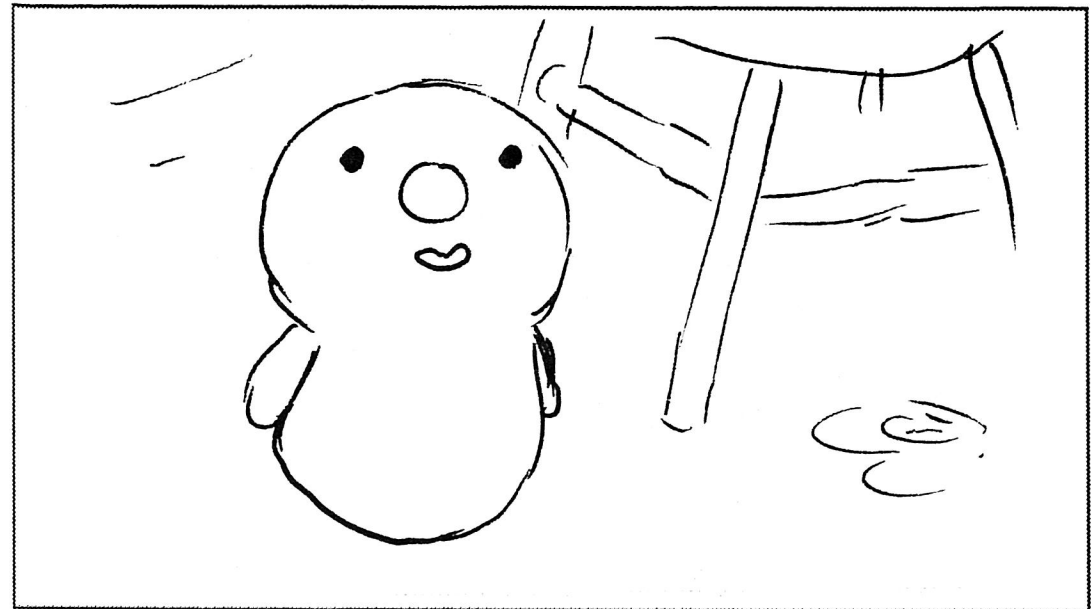


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Sc. 44 Pnl. B Bg. day night



Sc. 45 Pnl. A Bg. day night



Dialog:	<p><u>LIONEL ROS</u>: No,</p>	<p><u>LIONEL</u>: → I'm just not</p>
Action:	<p>I'm a regular</p>	<p>supposed to talk</p>
Timing:	<p>guy.</p>	<p>to strangers.</p>

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EPISODE #

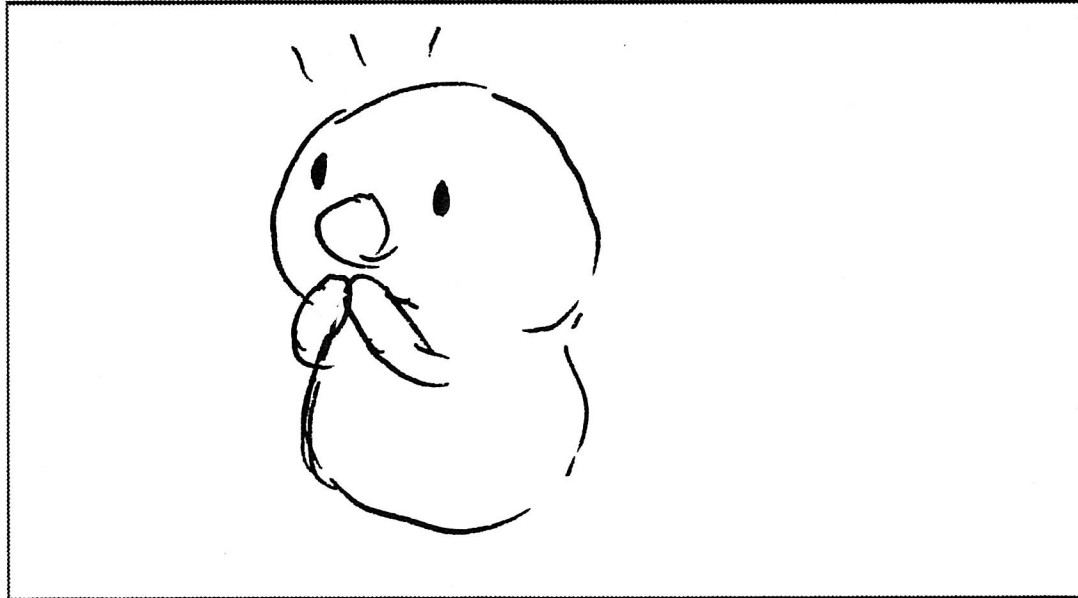
Production :

1025-183

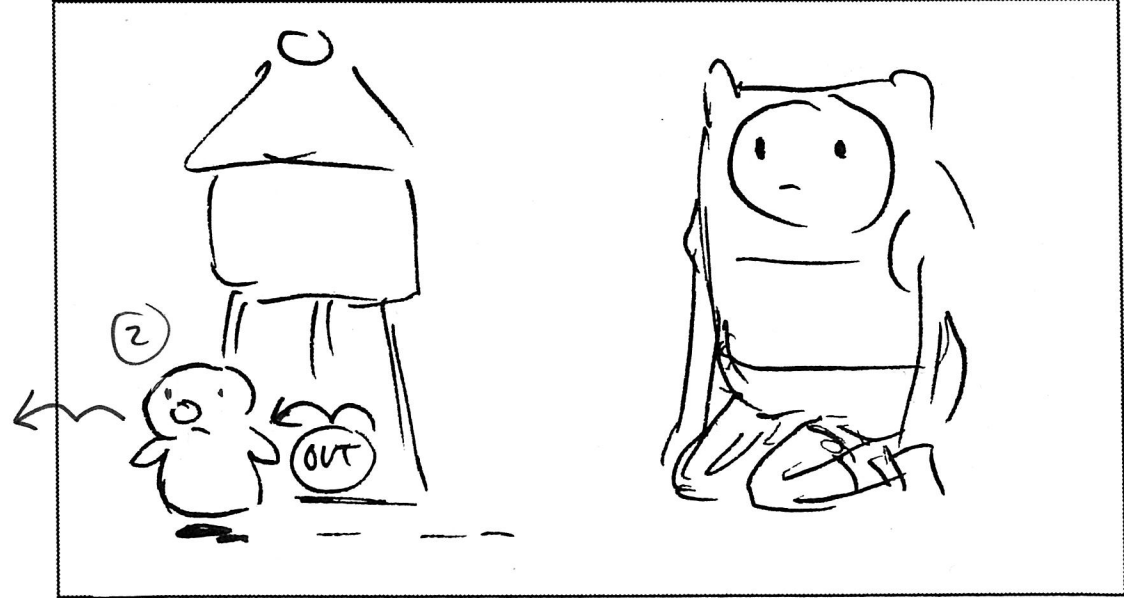




Sc. 45 Pnl. B Bg. day night



Sc. 46 Pnl. A Bg. day night



Dialog:

(MOM) (GS): Lionel  
what I tell you  
about talking to  
strangers!?!  
of gnikle + thoge

Action:

Timing:

(MOM) → you get your  
butt inside this  
instant!

Lionel walks  
by bouncing.



EPISODE #

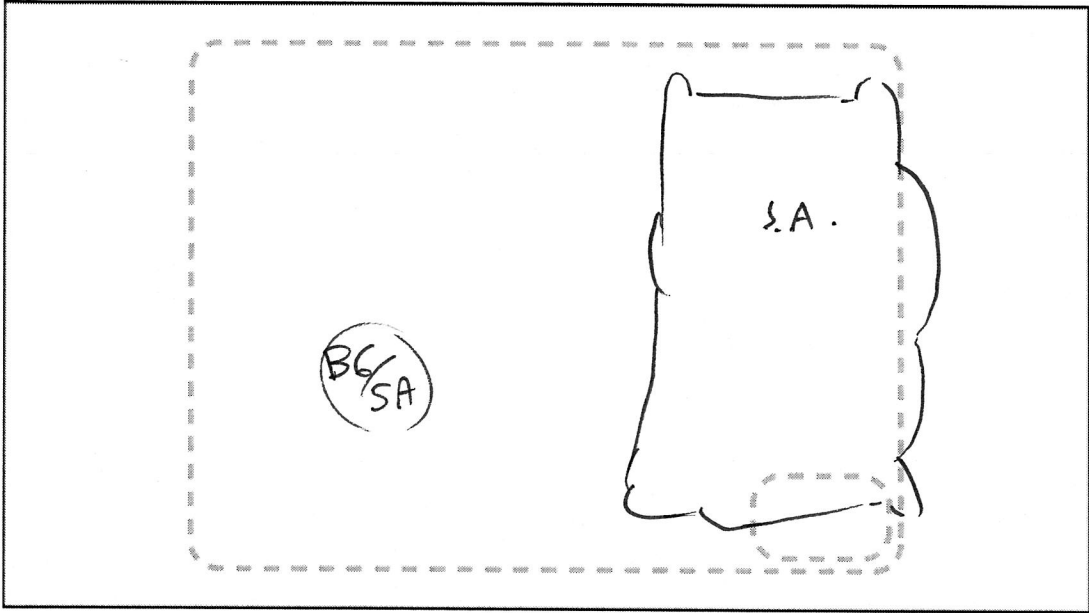
Production :

1025-183

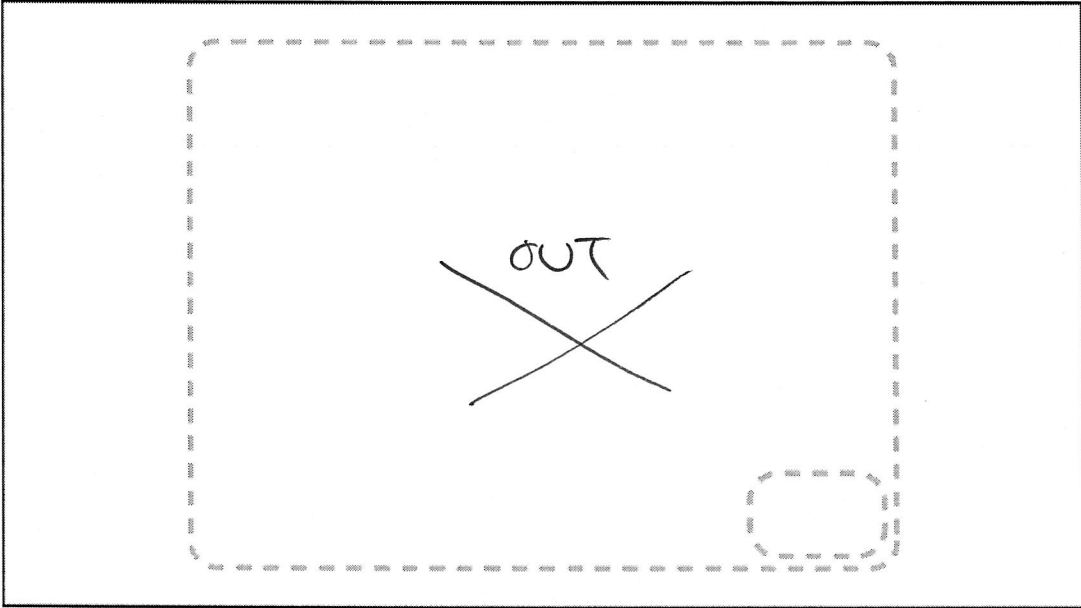
ADVENTURE TIME



Sc. 46 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	- BEAT -
Action:	
Timing:	

EPISODE #

1025-183

Production :

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ADVENTURE TIME



Sc. 46 Pnl. C Bg. day night

Sc. 47 Pnl. A Bg. day night

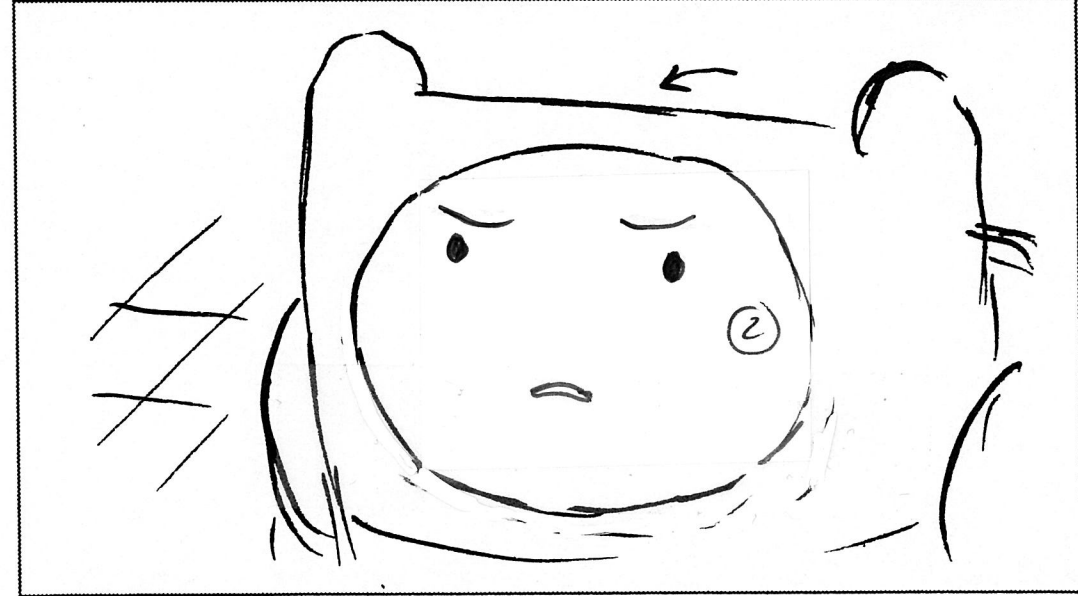
Dialog:	(DAD) (OS) (MEGAPHONE) (Tree Spirit voice)		(F:) (to self)
Action:	HUMAN BOY		what the..?
Timing:	* feedback squeal crackle *		



Sc. 47 Pnl. B Bg. day night



Sc. 48 Pnl. A Bg. day night



Dialog:

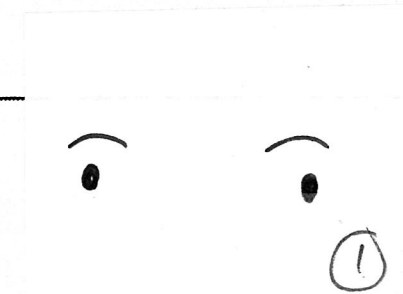
DAD: → THE TREE SPIRIT  
DOES NOT PERMIT  
FREELoadERS!

Action:

Timing:

DAD (OS) →

EITHER HELP FETCH  
THE ESCAPE POD ENGINE  
OR KINDLY MOVE  
ALONG!



EPISODE #

1025-183

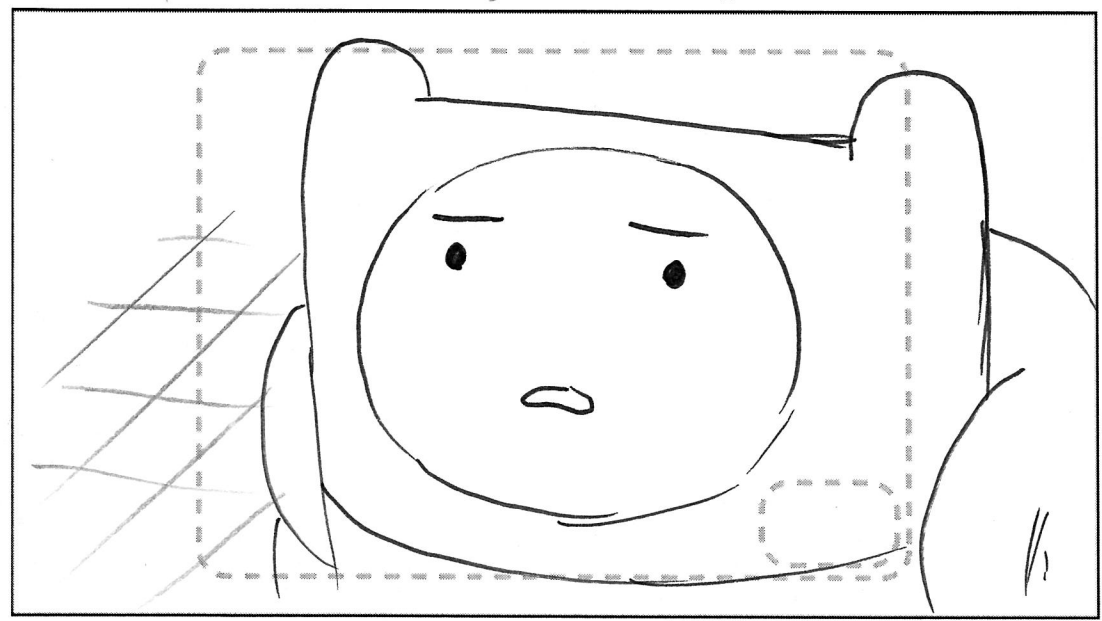
Production :

# ADVENTURE TIME

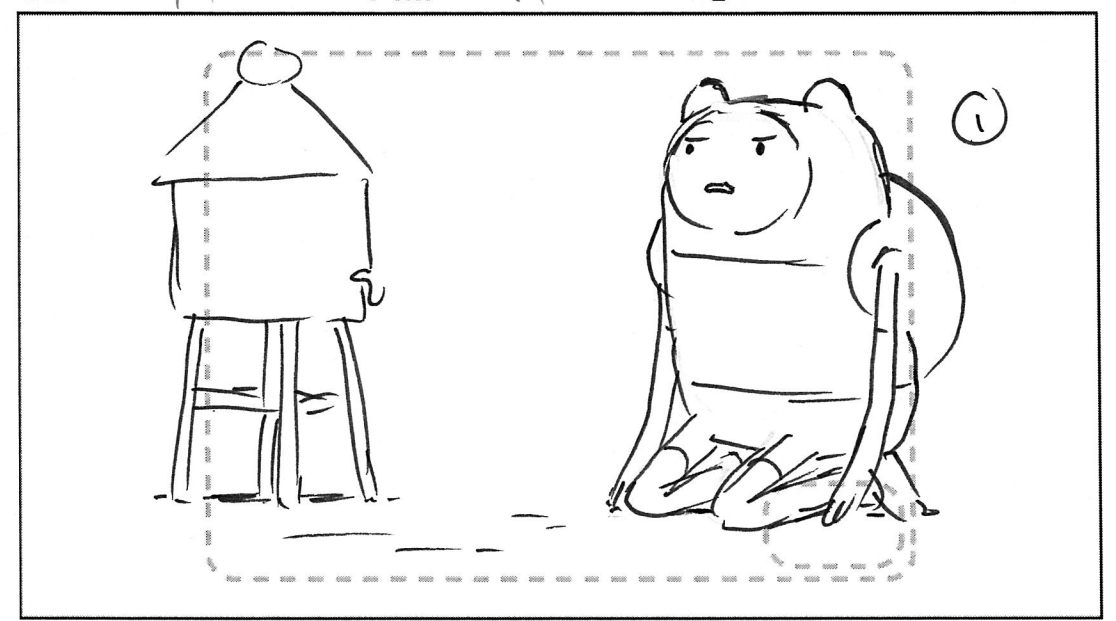


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Sc. 48 Pnl. B Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog:	<u>FINN (TO SELF): Dad? ...</u>
Action:	
Timing:	

EPISODE #

Production :

1025-183

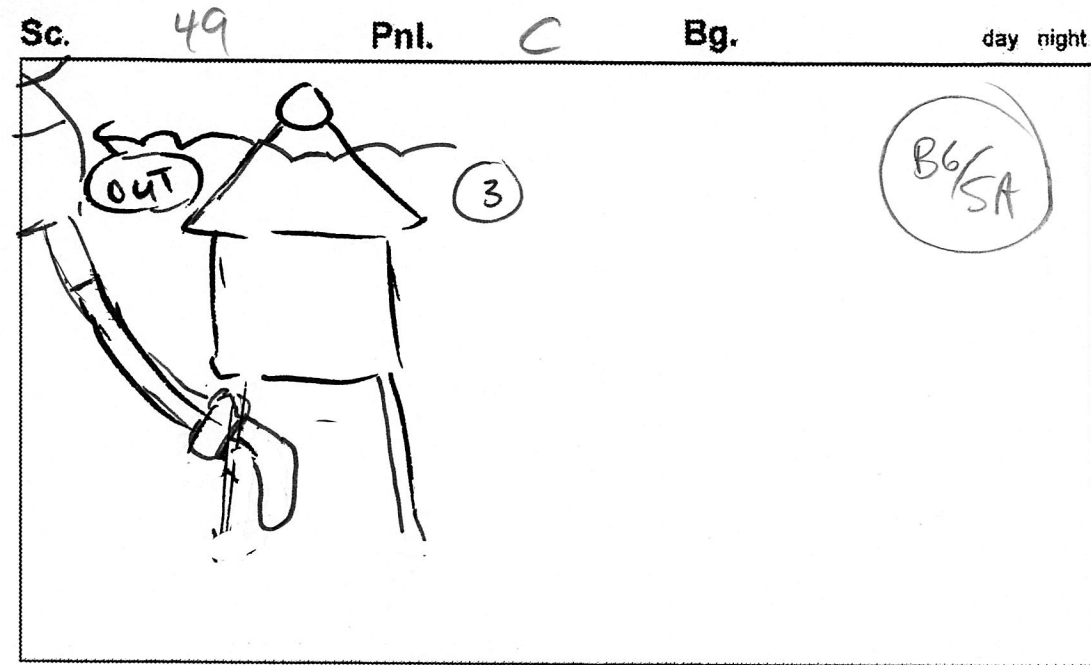
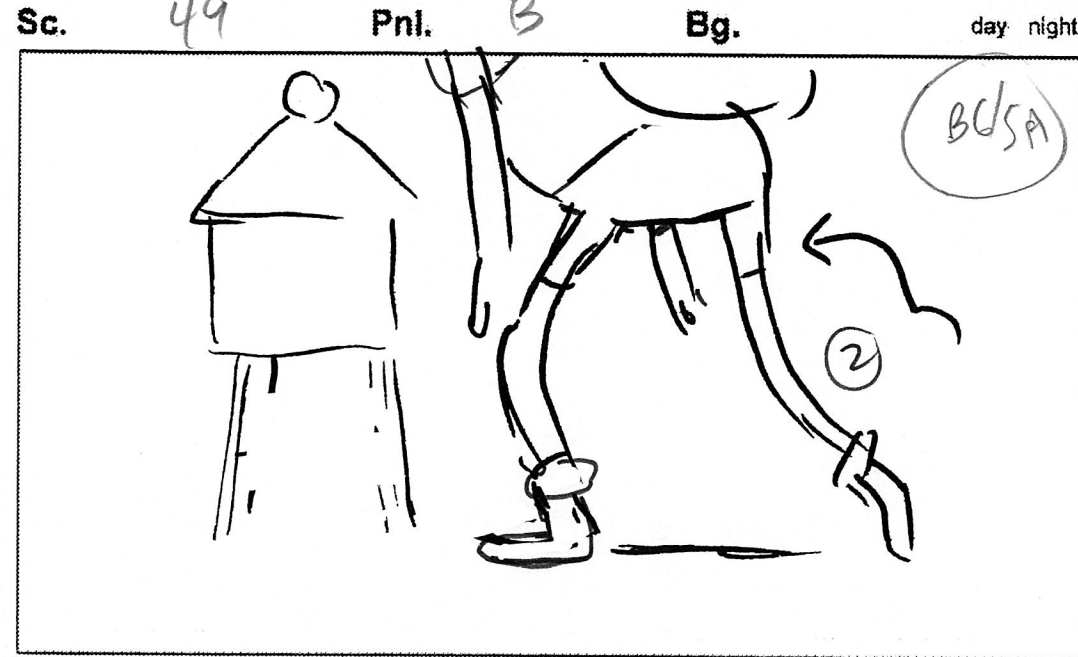
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# ADVENTURE TIME



Page 51



Dialog:

DAD (OS): wait - wait -  
what are you  
doing? →

Action: -Finn walks toward tree-

Timing:

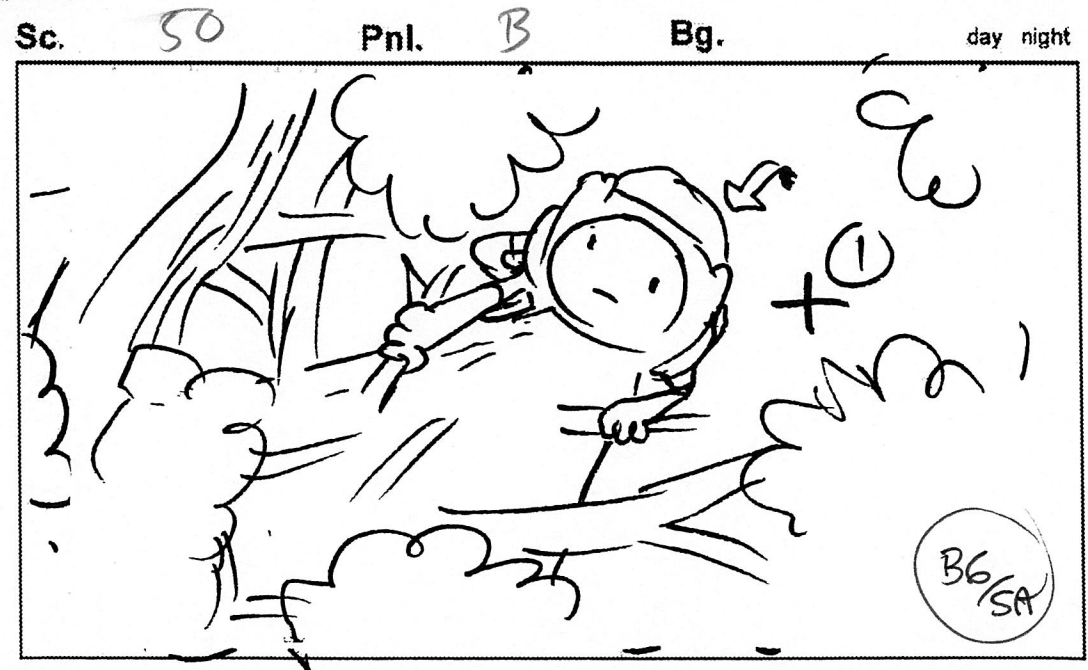
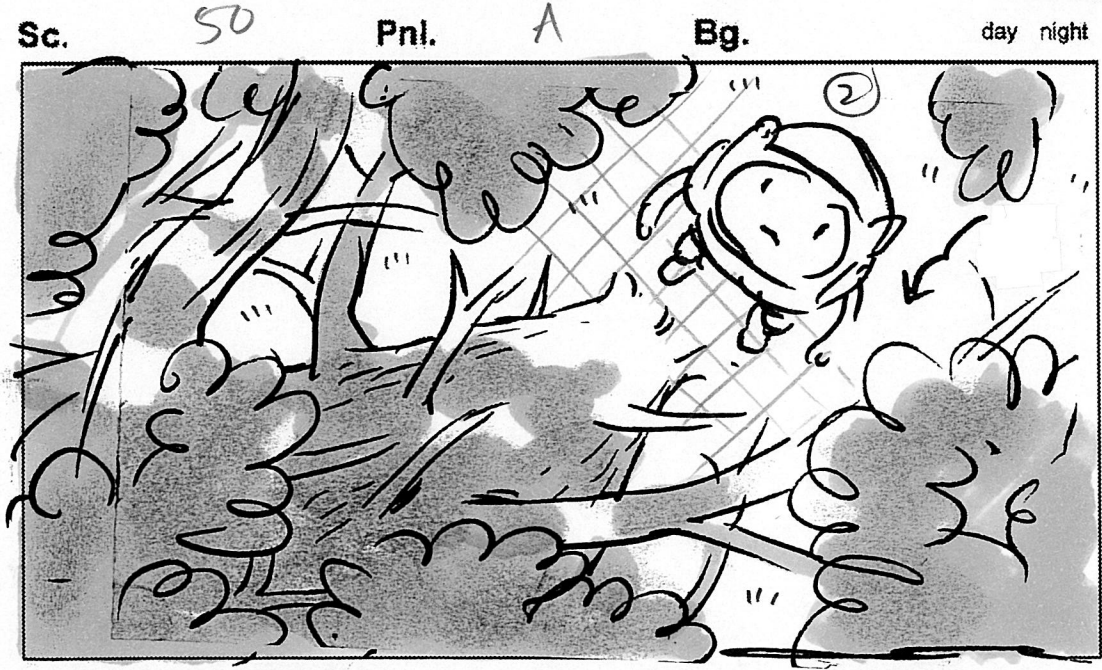
EPISODE #

Production :

1025-185



# ADVENTURE TIME

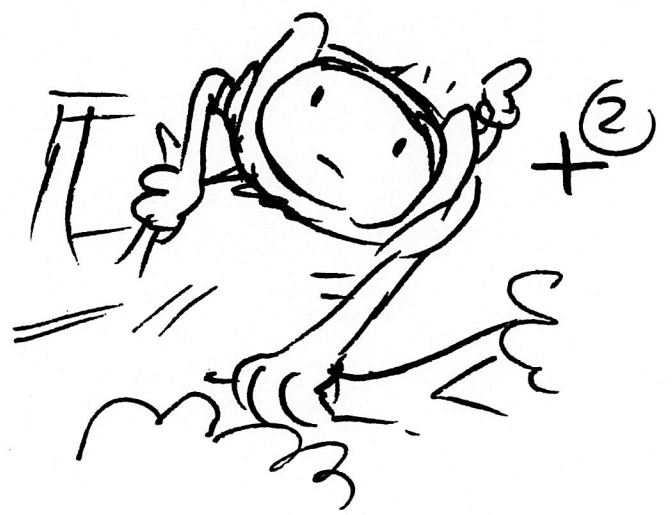


Dialog: (DAD) OS → Don't come over Here . . .  
(slipping out of tree voice?)

Action: Finn pauses for a beat on pose (2)

Timing:

—  
— Finn climbs tree  
—



EPISODE #

1025-183

Production :

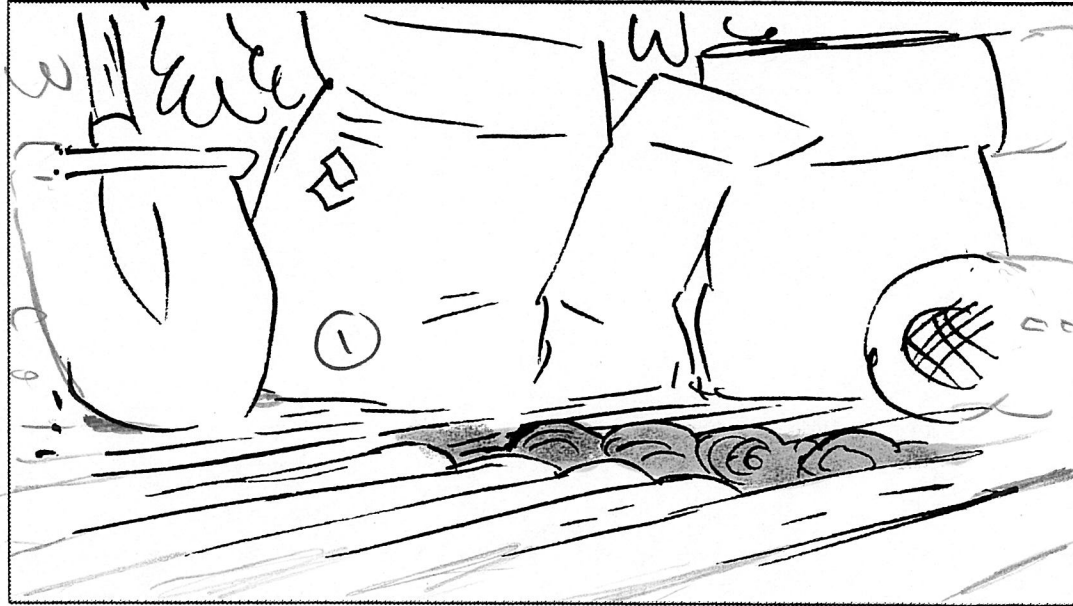


# ADVENTURE TIME

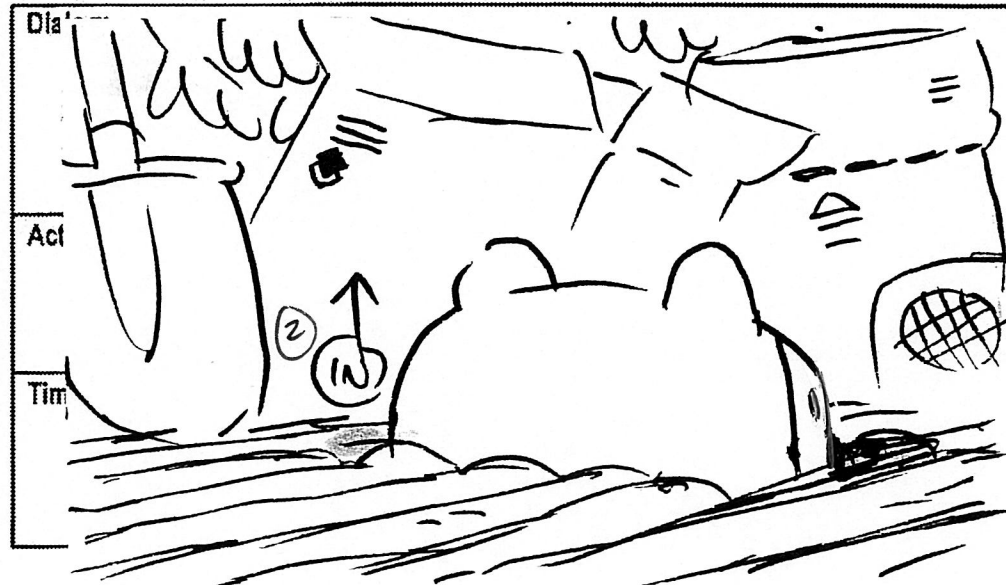
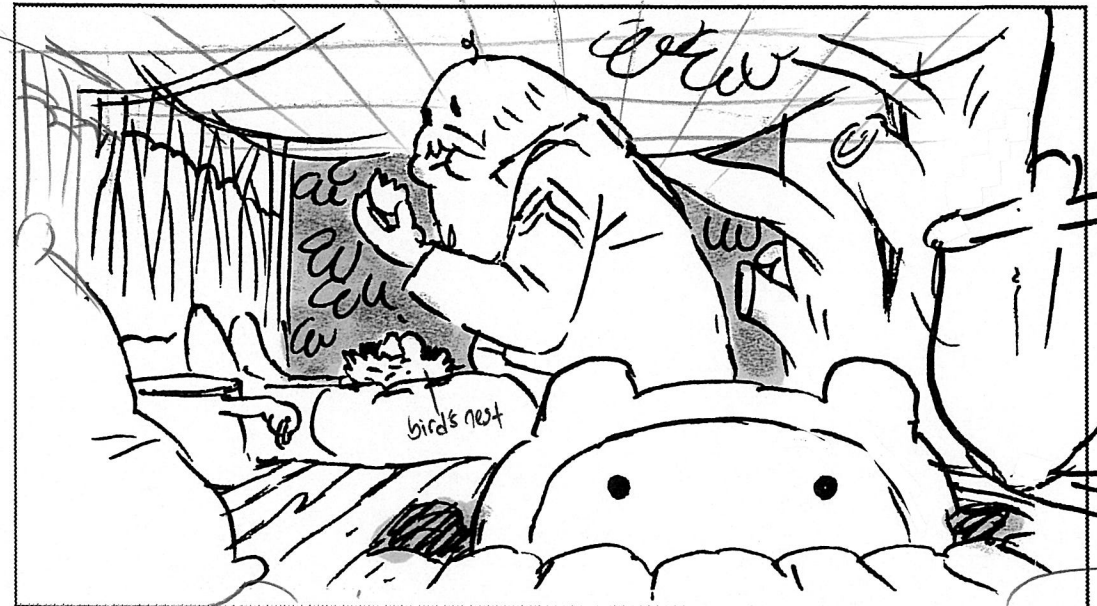


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Sc. 51 Pnl. A Bg. day night



Sc. 52 Pnl. A Bg. day night



(DAD: \* chew chew \*

-Dad chews on an egg  
-F. POKES HEAD THROUGH HOLE

Production :

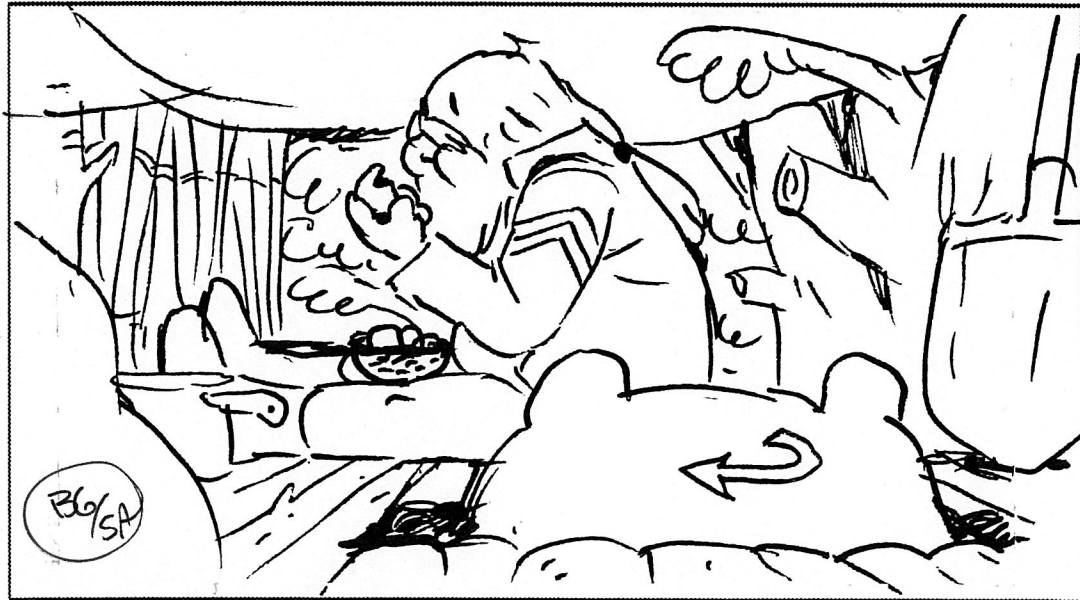
EPISODE #

1025-183

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Sc. 52 Pnl. B Bg. day night



Sc. 53 Pnl. A Bg. day night



Dialog:

(DAD) \*chew chew\*

Action:

-F. TURNS AROUND.

Timing:

(DAD) \*chewing\*

(FINN) (OS) dad?

EPISODE #

Production :

1025-183

# ADVENTURE TIME



Page 55

Sc. 53 Pnl. B Bg. day night



Sc. 53 Pnl. C Bg. day night



Dialog:

DAD: spit take

Action:

- M. STOPS CHEWING.

- Dad does a spit-take with feathers.

Timing:

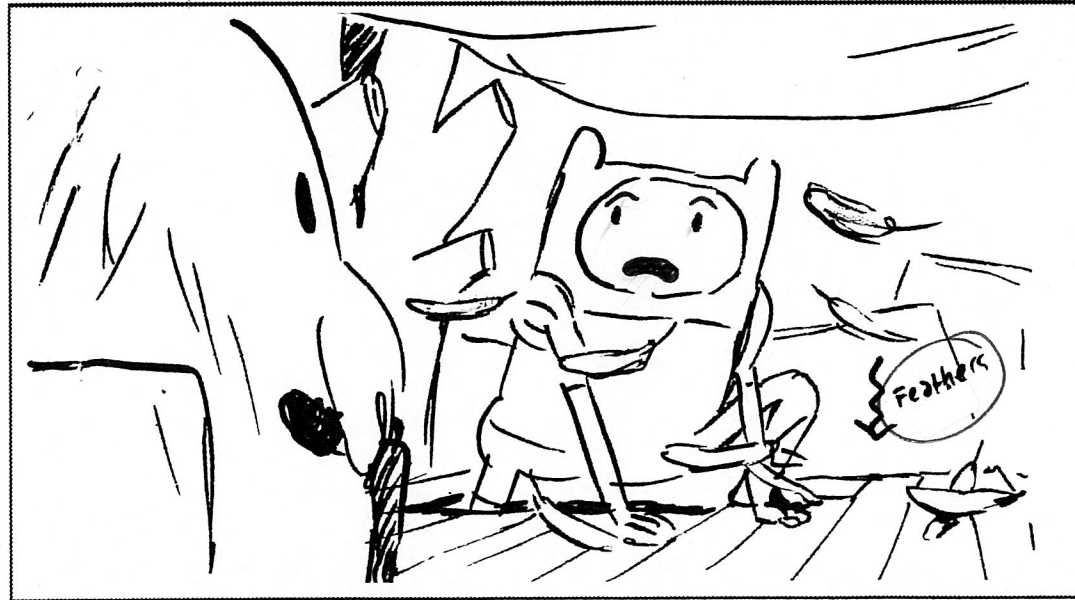
EPISODE #

Production :

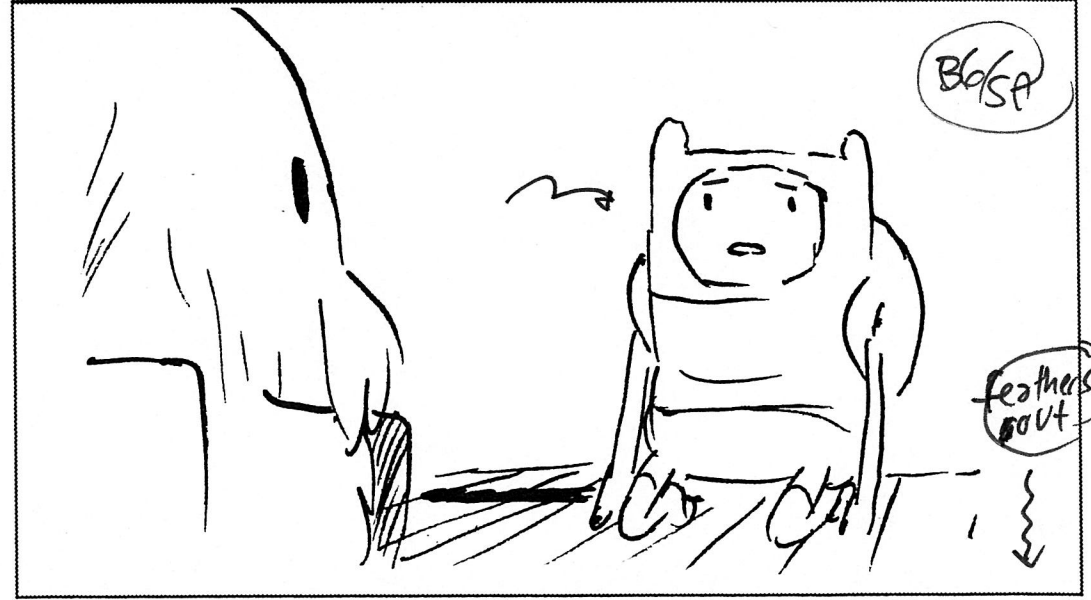
1025-183



Sc. 54 Pnl. A Bg. day night



Sc. 54 Pnl. B Bg. day night



Dialog:

(DAD) Finn! What the heck are  
(happy) you doing here!?

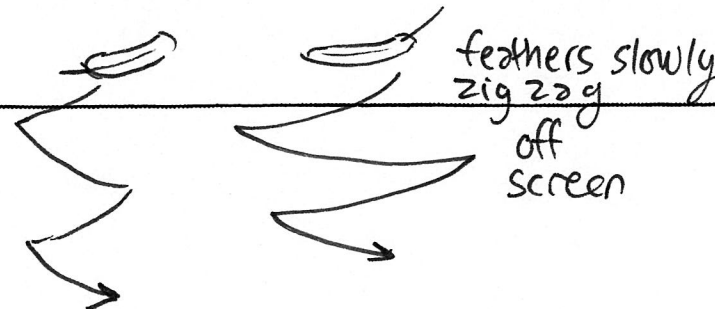
Action:

(FINN) Dad! What the heck are  
(shocked) you doing here!?

LOOSE  
OVERLAP

(F:) What?...You WERE  
JUST YELLING AT ME.

Timing:



EPISODE #

Production :

1025-183

# ADVENTURE TIME



Page 57  
day night

Sc. 55 Pnl. A Bg. day night



Sc. 55 Pnl. B Bg. day night



Dialog:

①: No no- that  
was the tree  
spirit. Commander  
of all trees, →

Action:

Timing:

① → Bringer of  
hard times.

EPISODE #

1025-185

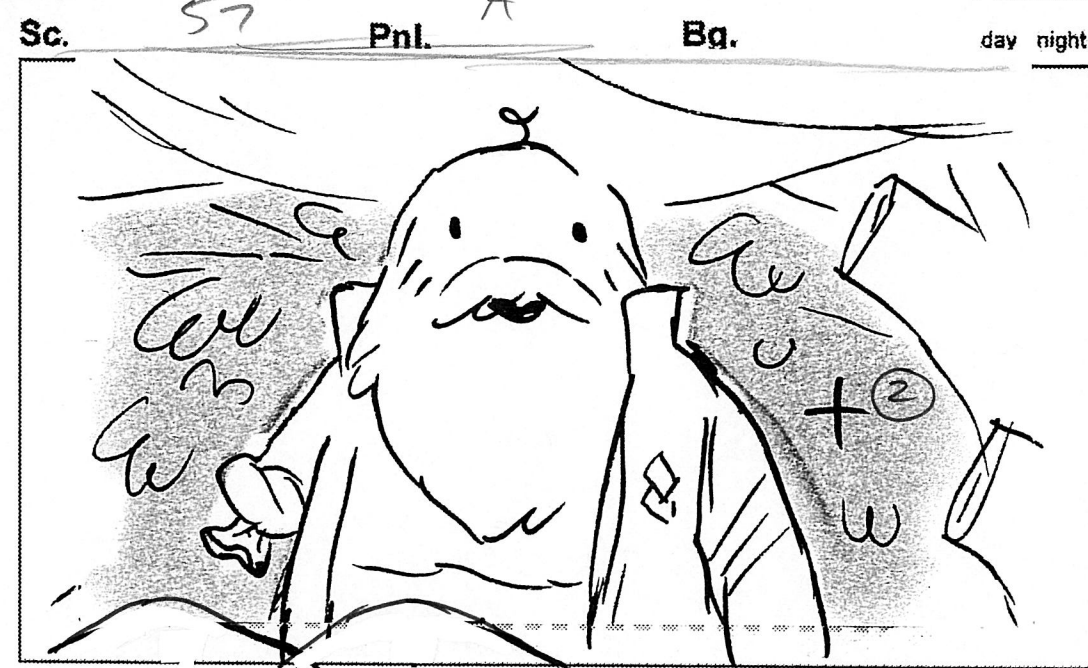
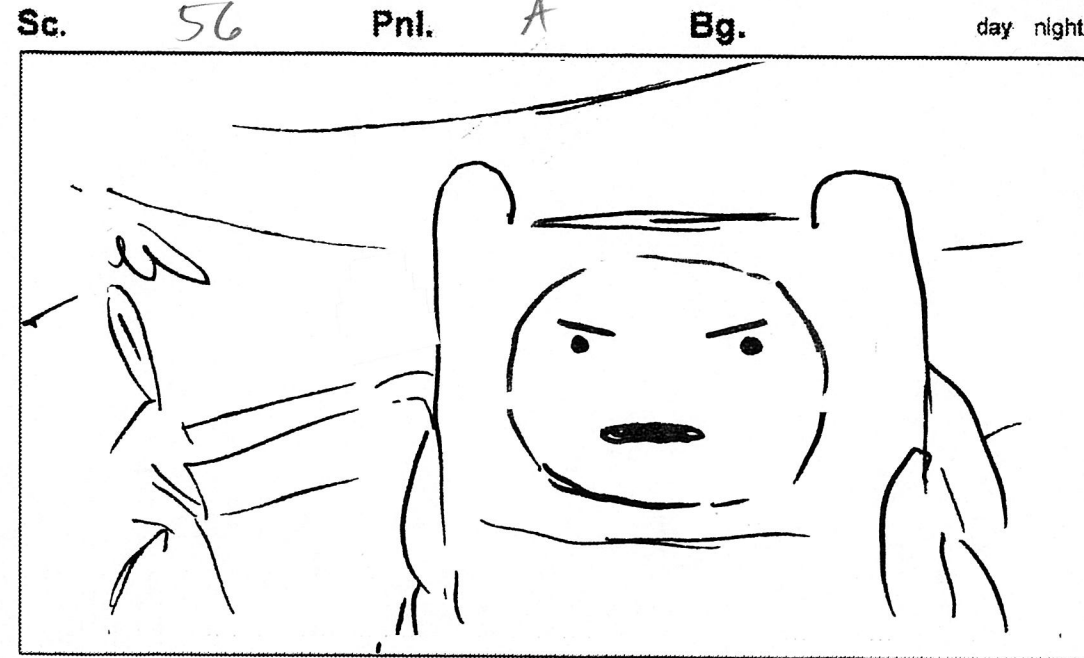
Production :



# ADVENTURE TIME



Page 58



Dialog:

(F:) Dad.

Action:

Timing:

(D) <sup>①</sup> Hehheh - not falling for it, eh? -  
 (2) well it was worth a try -



+ <sup>①</sup>

EPISODE #

Production :

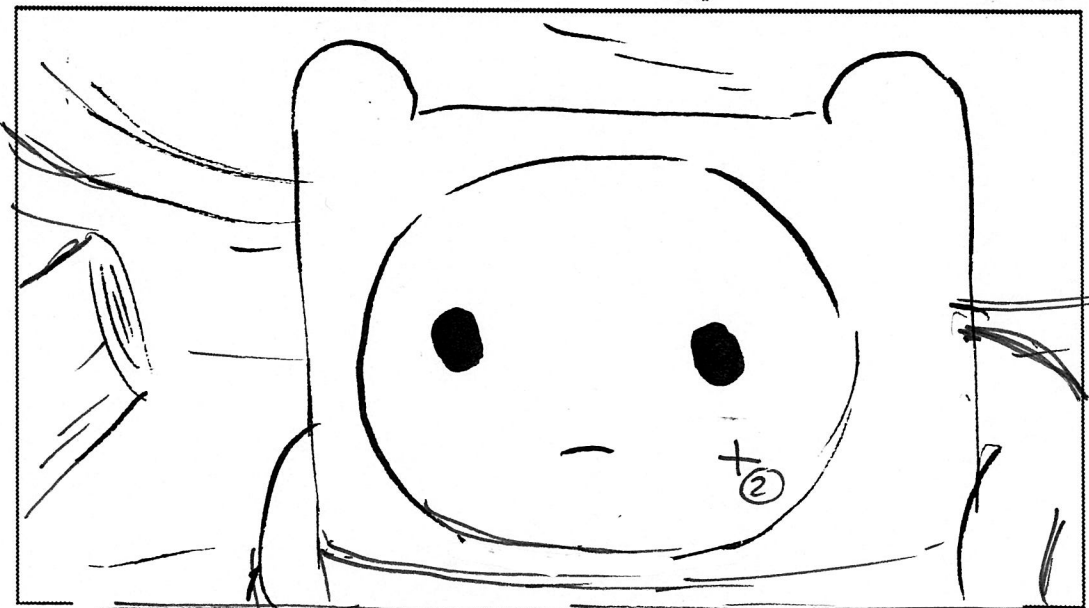
1025-183



Sc. 58 Pnl. A Bg. day night



Sc. 59 Pnl. A Bg. day night



Dialog:

Action:

Timing:

DAD <sup>OS</sup> those  
little guys  
down there'll  
do anything for  
the tree spirit -



<sup>OS</sup> D: I've got 'em  
fetchin' parts  
to fix my  
escape pod.

Eyes slowly enlarge.



EPISODE #

tion :



# ADVENTURE TIME

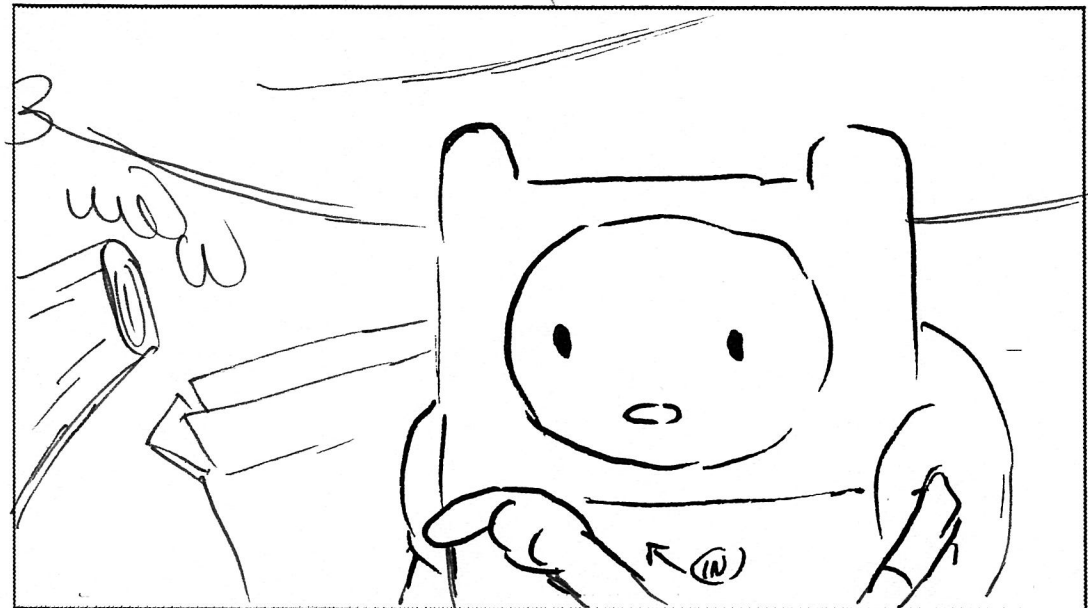


Page 60

Sc. 60 Pnl. A Bg. day night



Sc. 61 Pnl. A Bg. day night



Dialog:

(P) ① → instead of  
planting their  
fields - isn't  
that sweet?

Action:

(F:) ... your arm..

Timing:

② (F:) Dad...



EPISODE #

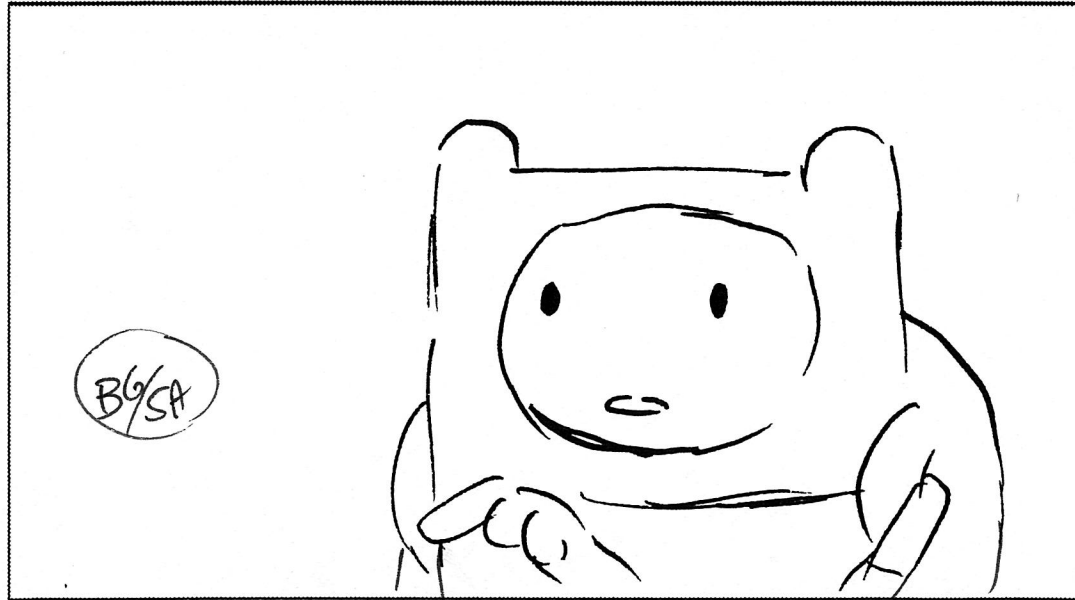
Production :

1025-183

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Sc. 61 Pnl. B Bg. day night



Sc. 62 Pnl. A Bg. day night



Dialog:

(F:) What happened?

Action:

Timing:

(I) Oh this?  
haha, yeah.



EPISODE #

Production :

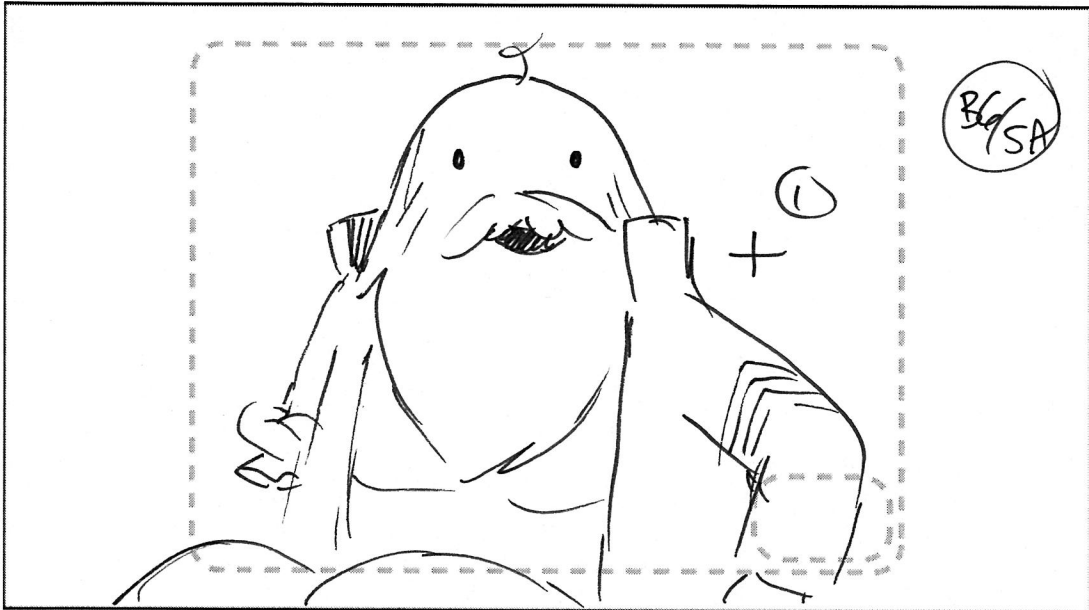
1025-183

# ADVENTURE TIME



Page 62

Sc. 62 Pnl. B Bg. day night



Sc. 63 Pnl. A Bg. day night



Dialog: (D) When my ship crashed I got (2) shot  
(3) out the window. →

(OS) (D) → I knocked a kite out of  
the air, then caught my arm →

Action:

Timing:



\*NO LIP SYNC\*

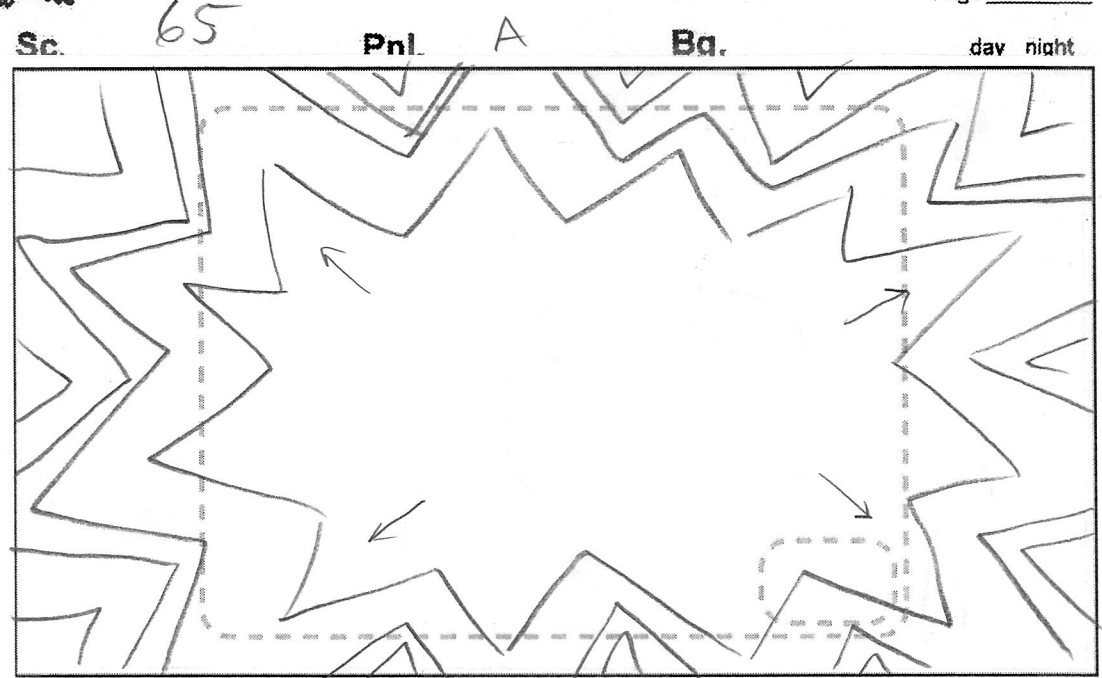
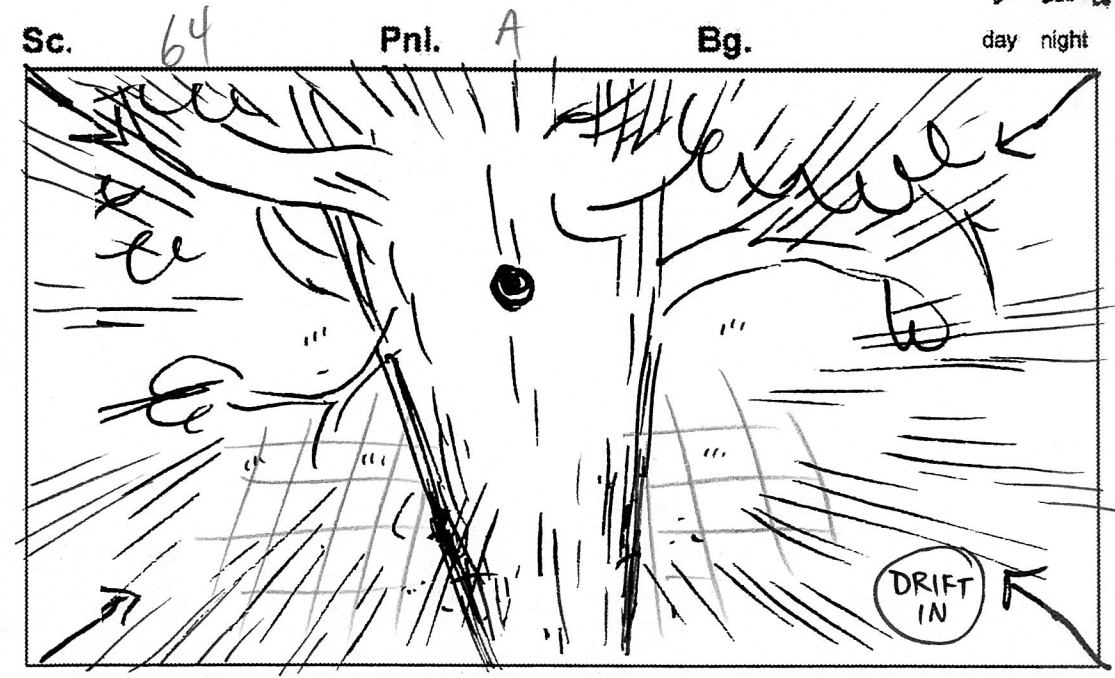


Production :

EPISODE #

1025-183

# ADVENTURE TIME

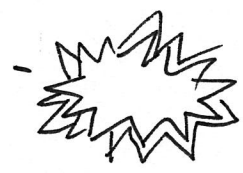


Dialog:

Dipper → in a woodpecker hole.

(no SFX)

Action:

 Animated crash FX

Timing:

EPISODE #

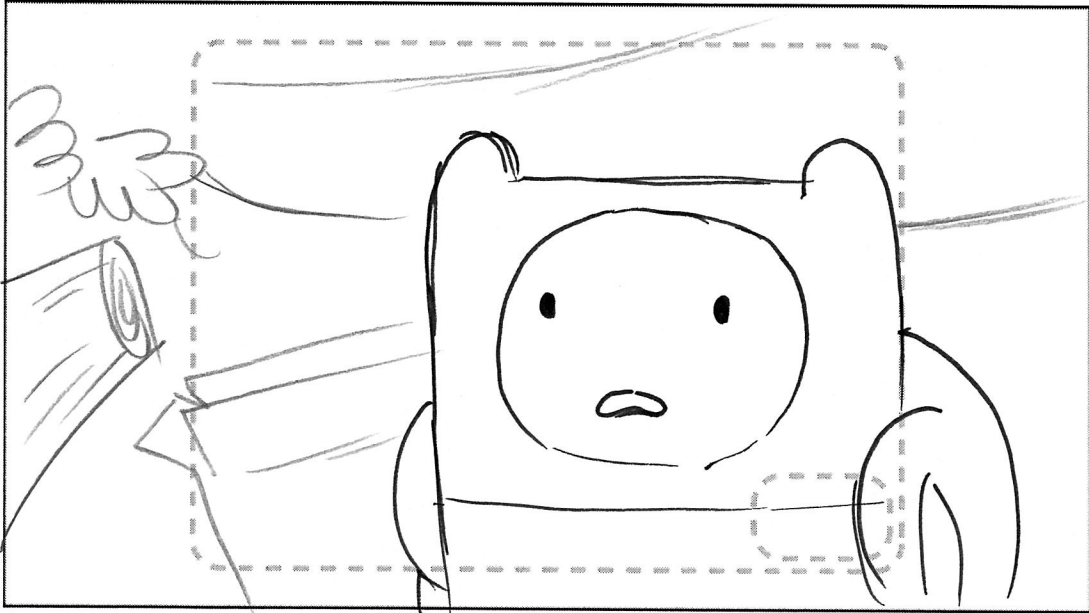
Production :

1025-183

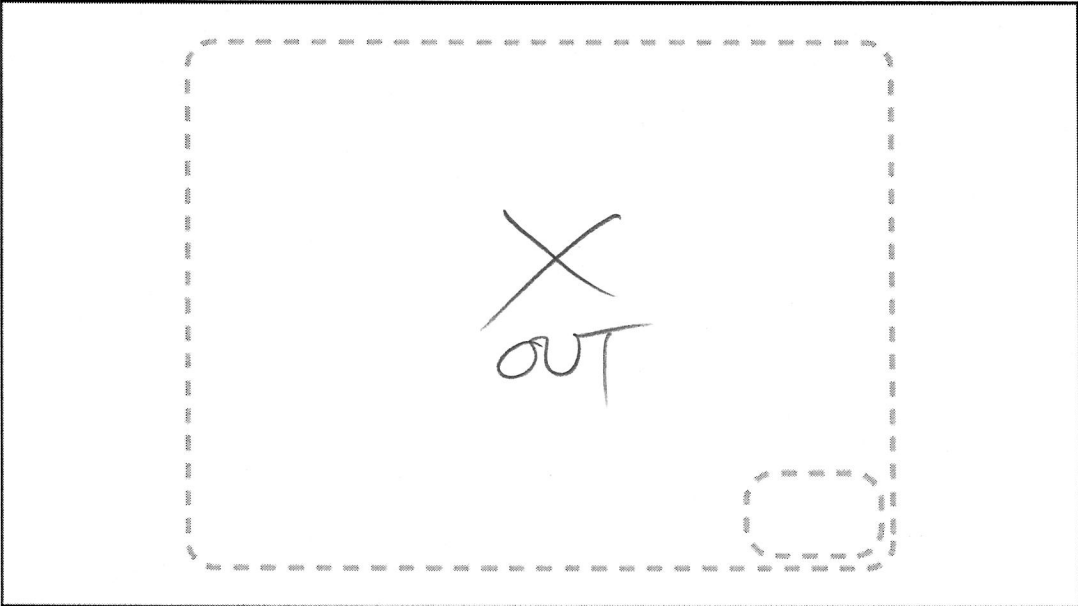
ADVENTURE TIME



Sc. 66 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(F:) who?...
Action:	
Timing:	

EPISODE #

Production :

1025-183

# ADVENTURE TIME

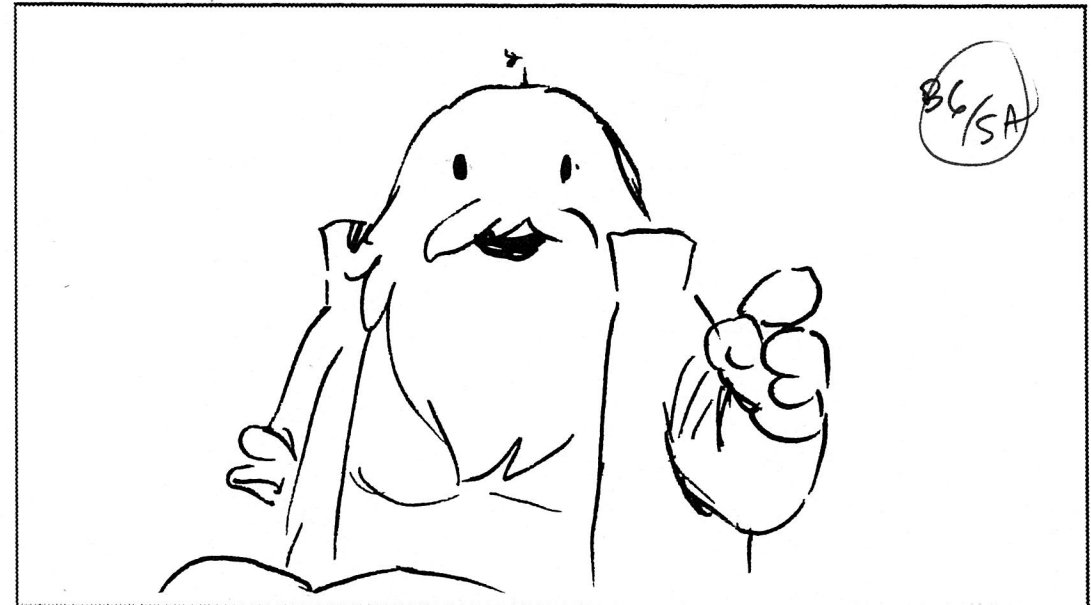


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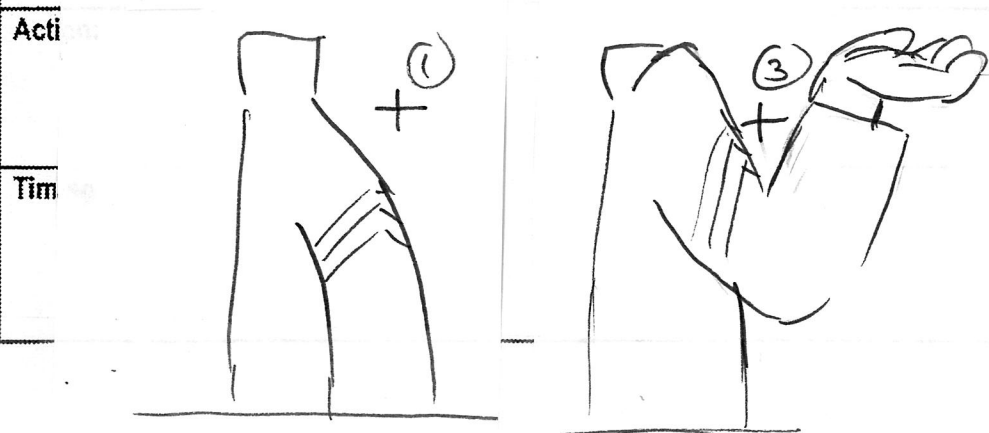
Sc. 67 Pnl. A Bg. day night



Sc. 67 Pnl. B Bg. day night



Dialog: D: ② But it's cool, y'know - ③ arms come & go...



D: it's family that's important.

- M. POINTS FOR EMPHASIS.

EPISODE #

1025-183

Production :

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# ADVENTURE TIME



Page 46

Sc. 67 Pnl. C Bg. day night



Sc. 68 Pnl. A Bg. day night



Dialog:

Action:

- M. WINKS

Timing:

(D:) speaking of  
arms though -  
I see you got →



EPISODE #

Production :

1025-183

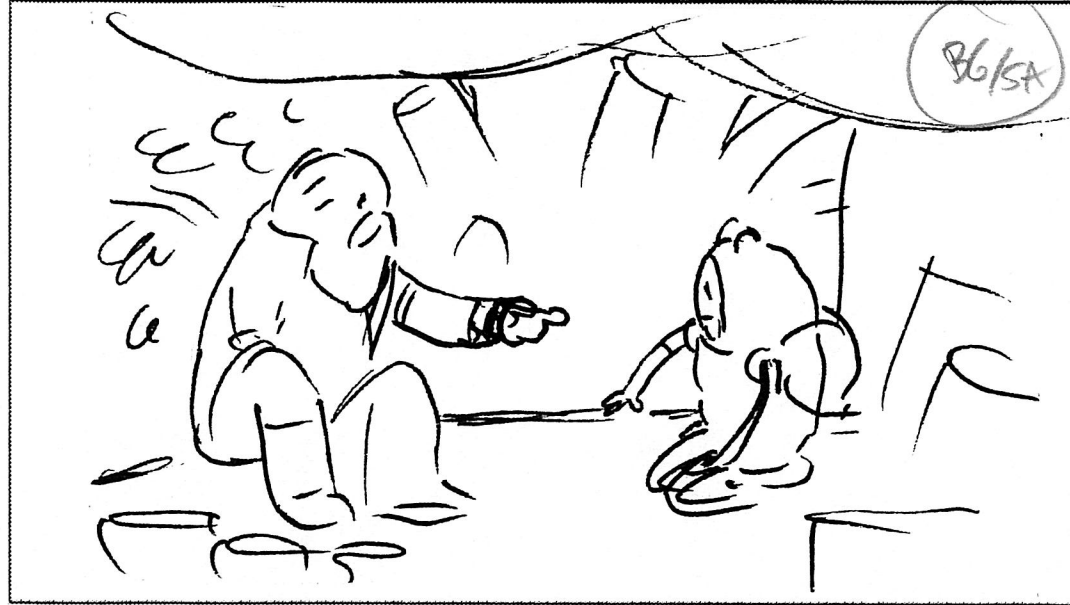


# ADVENTURE TIME

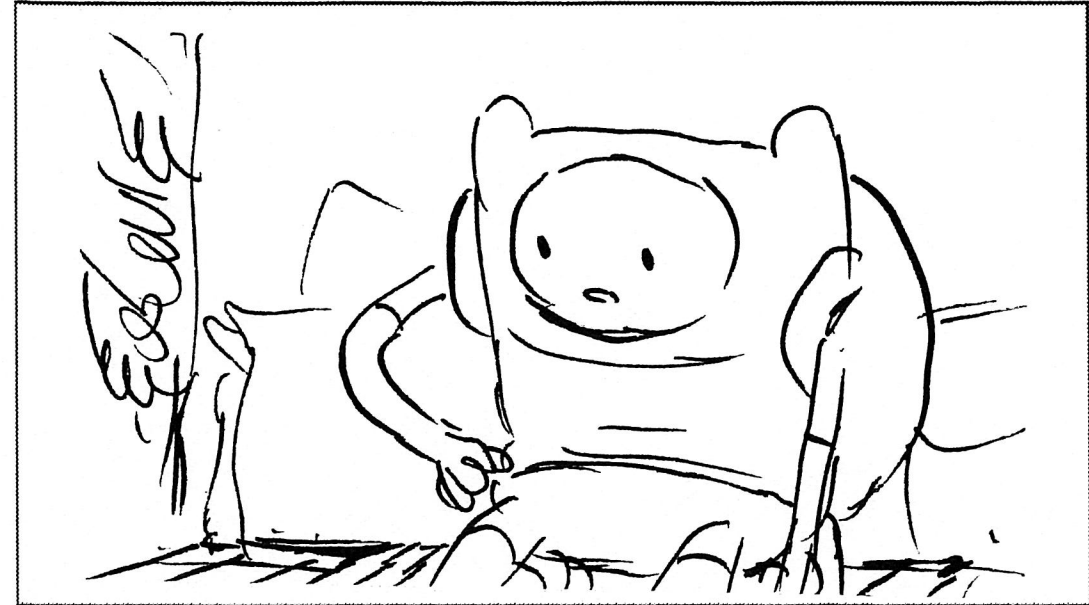


Page 67

Sc. 68 Pnl. B Bg. day night



Sc. 69 Pnl. A Bg. day night



Dialog:

(D) → yourself a  
brand spankin'  
new one.

Action:

How'bout that!

Timing:

- Finn looks at his arm

(F:) Oh yeah -

Production :

EPISODE #

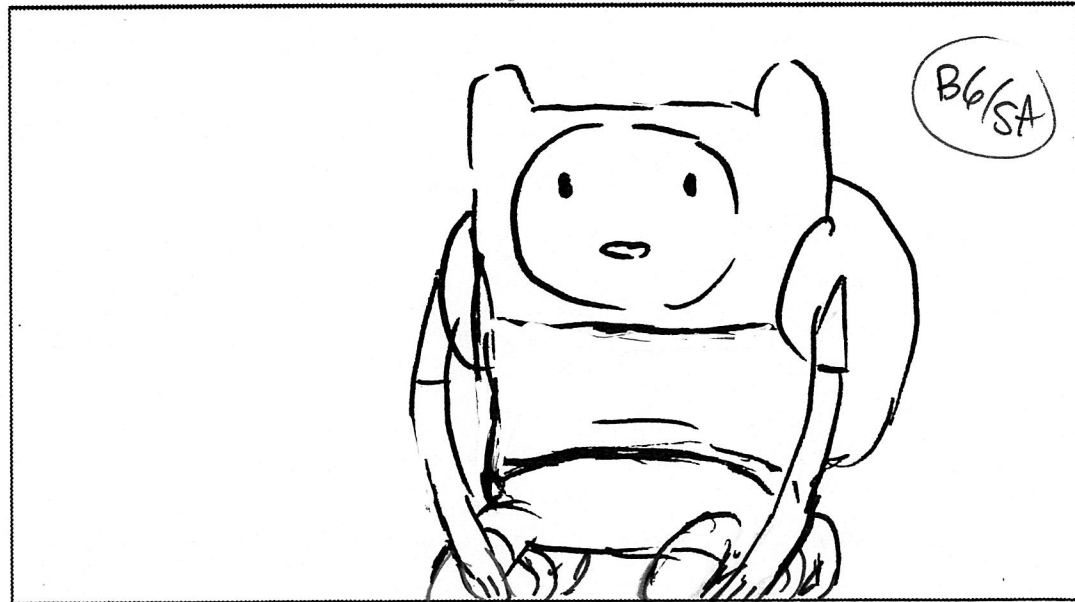
1025-183

# ADVENTURE TIME

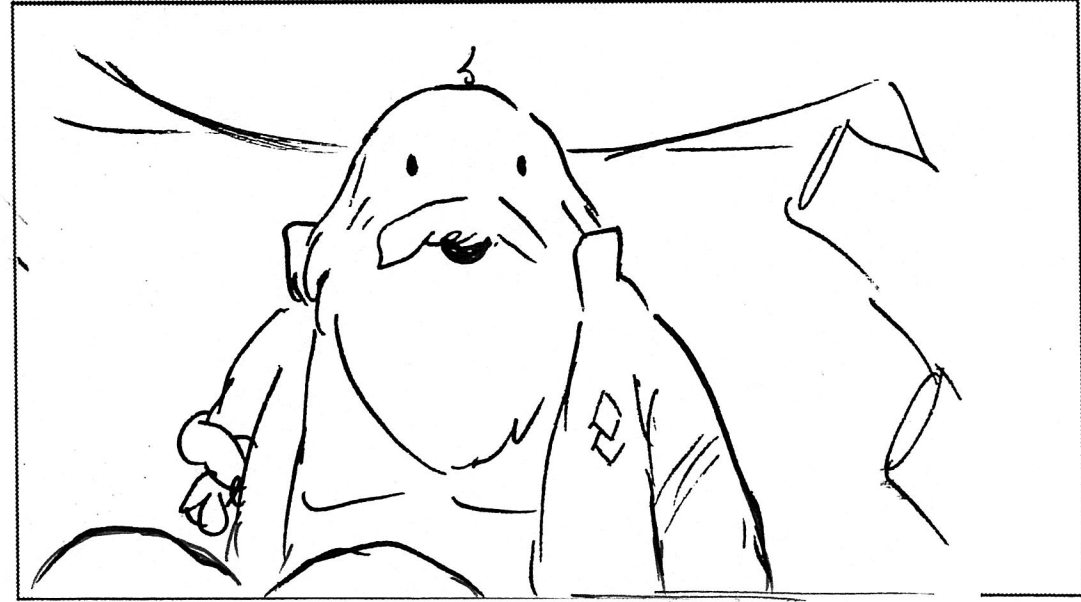


Page 68

Sc. 69 Pnl. B Bg. day night



Sc. 70 Pnl. A Bg. day night



Dialog:

(F:) I got it from my PB  
dream SWORD

(D:) neat!

Action:

(ALT) I GOT IT FROM MY  
BUBBLEGUM DREAM SWORD

Timing:

EPISODE #

1025-183

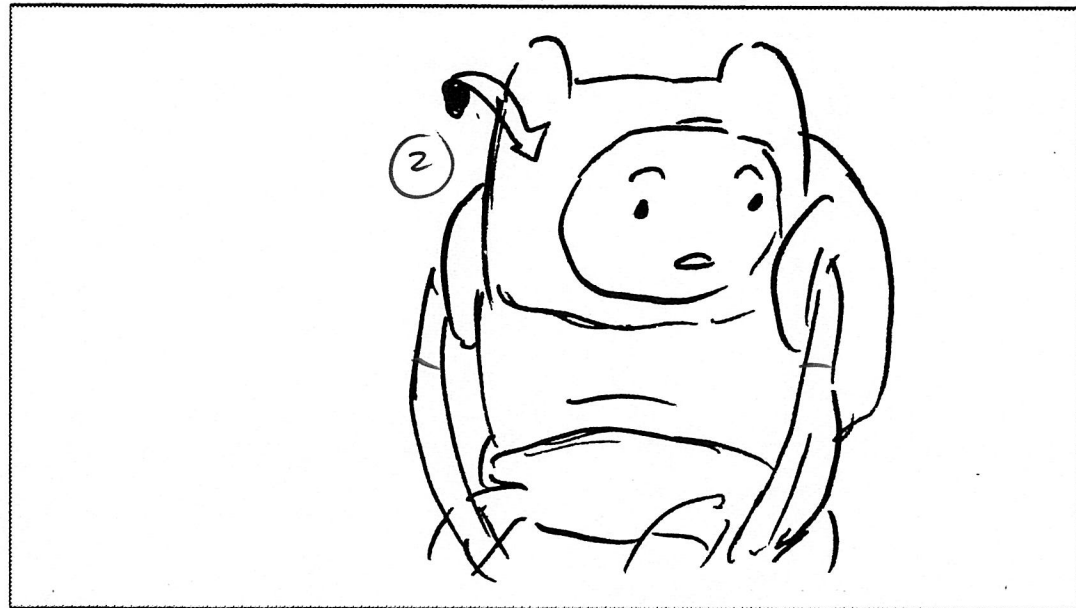
Production :

# ADVENTURE TIME

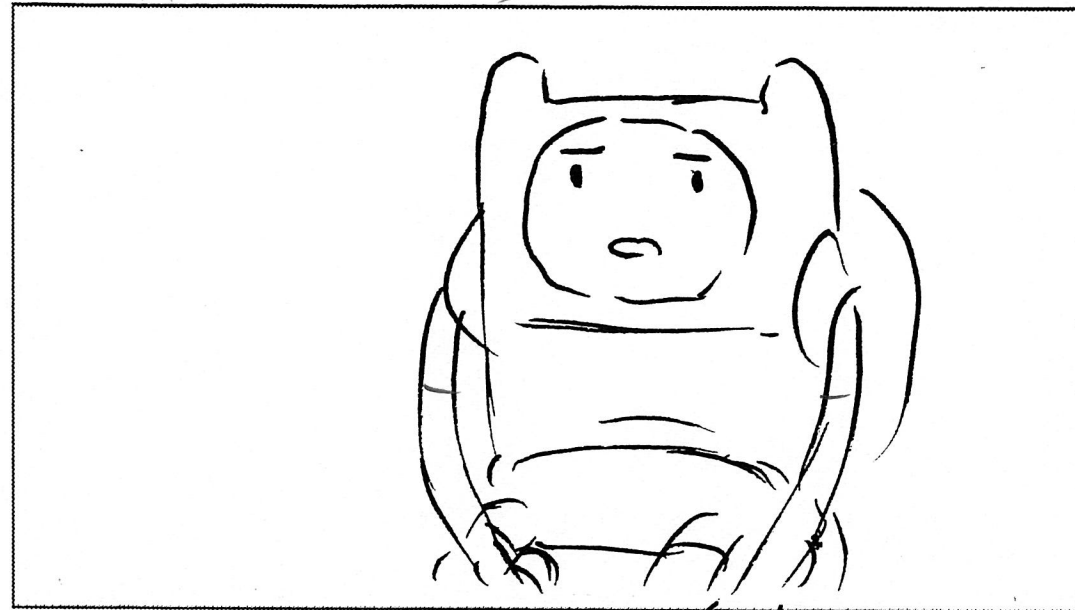


Page 69

Sc. 70 Pnl. A Bg. day night



Sc. 71 Pnl. B Bg. day night

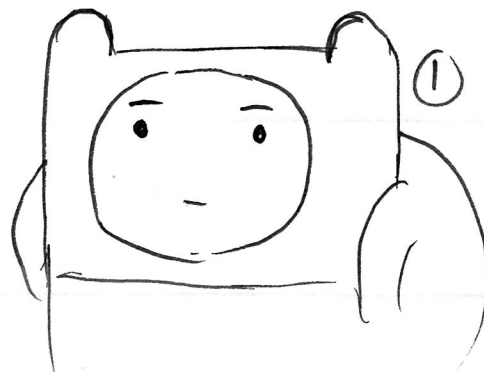


Dialog:

(F) <sup>2</sup> Actually, for  
a while there, \_\_\_\_\_

Action:

Timing:



(F) → I thought  
if I ever saw  
you again, \_\_\_\_\_

Production :

EPISODE #

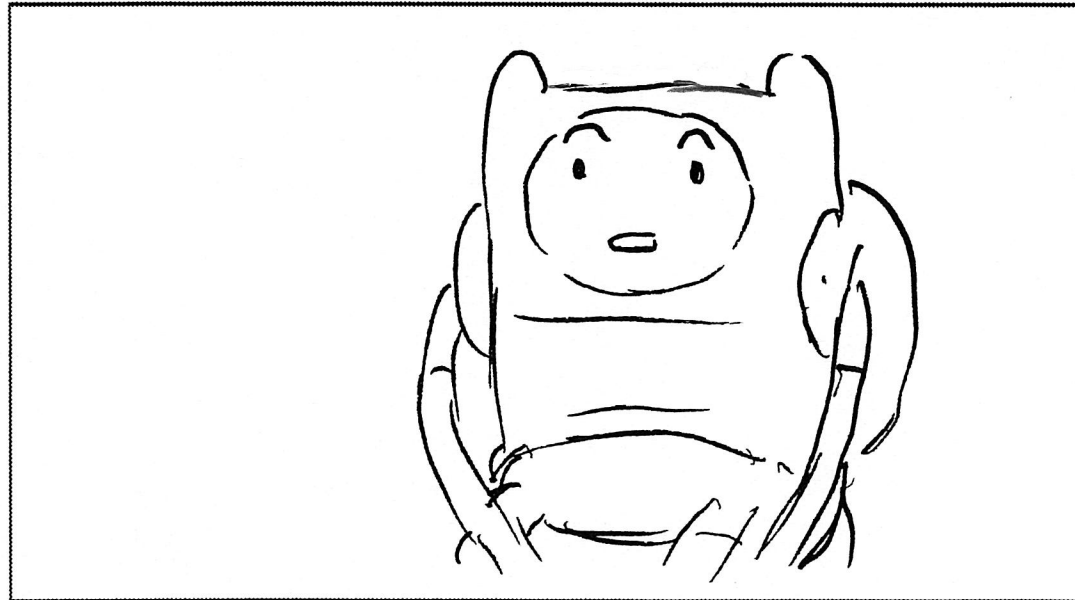
1025-183

# ADVENTURE TIME

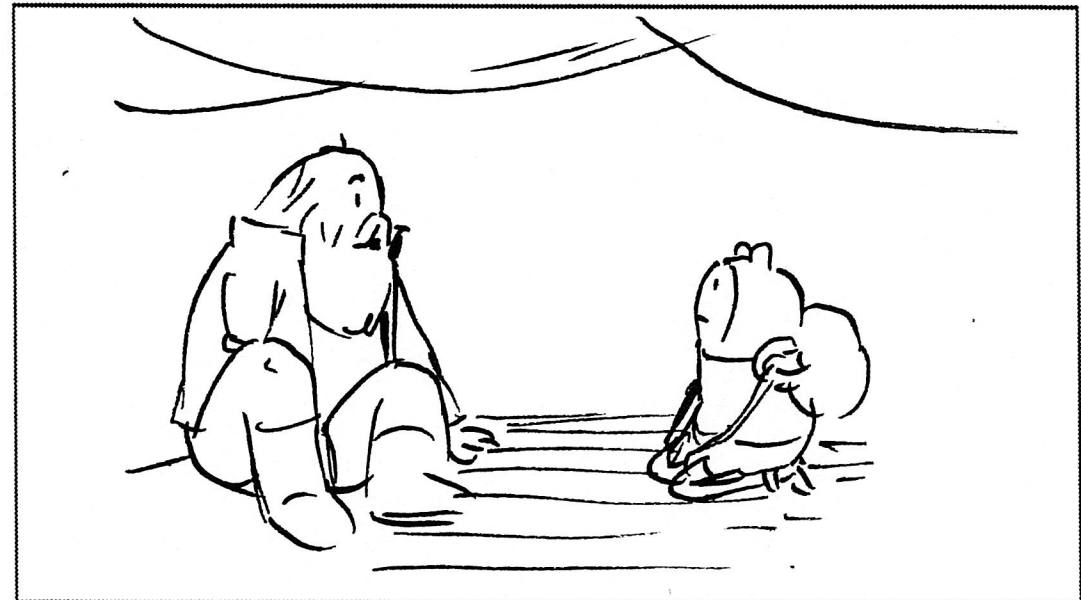


Page 70

Sc. 71 Pnl. C Bg. day night



Sc. 72 Pnl. A Bg. day night



Dialog:

(F) → I was  
gonna tear  
YOUR arm off...

Action:

Timing:

(D) Well shoot, who  
could blame  
you -

EPISODE #

Production :

1025-183

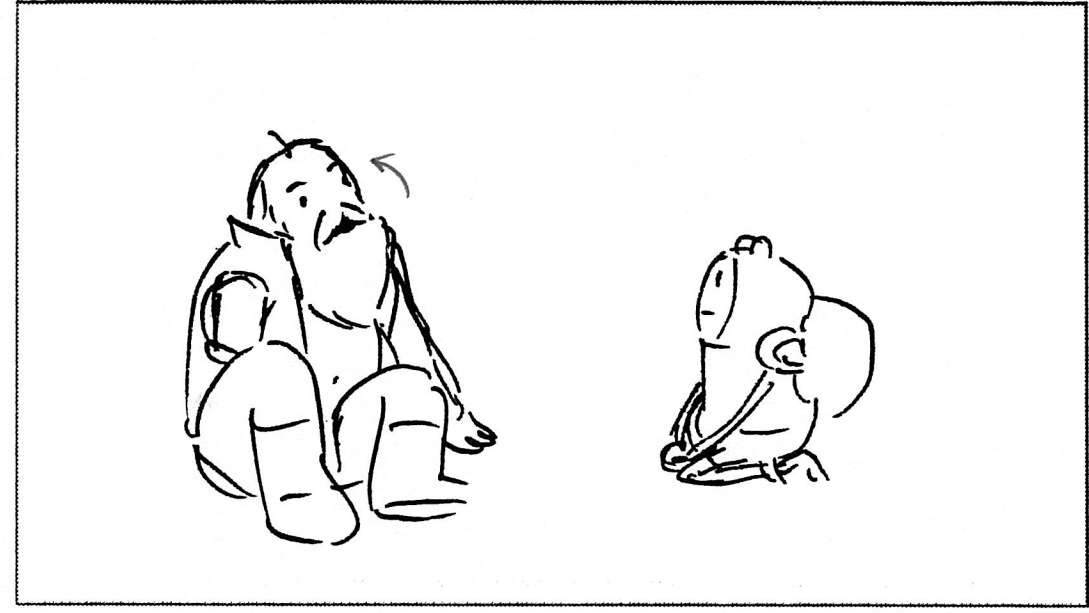
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# ADVENTURE TIME

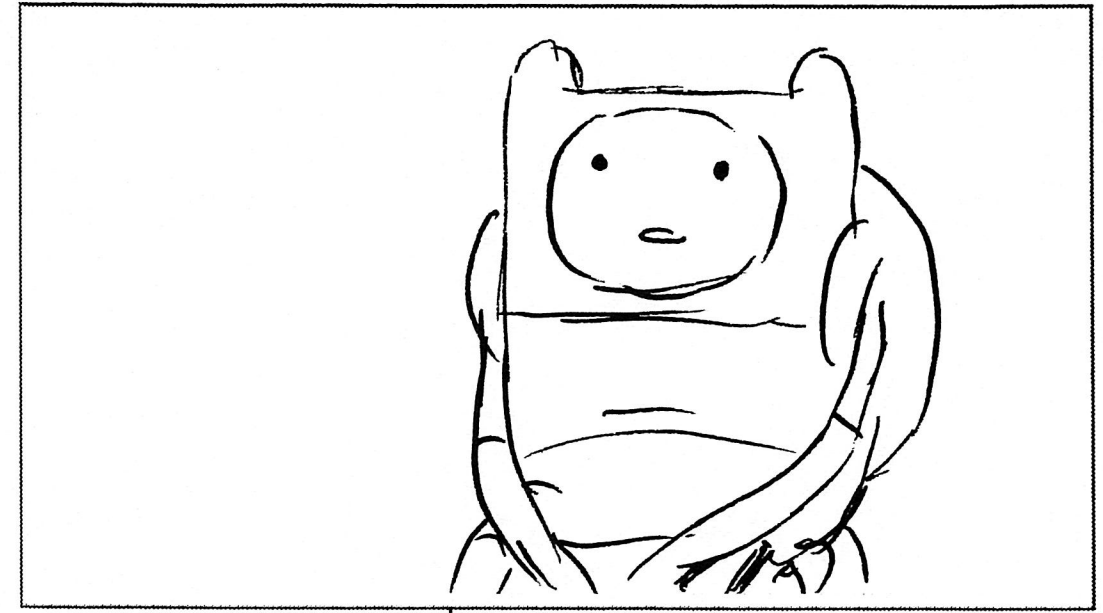


Page 71

Sc. 72 Pnl. B Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:	<p>① → but you definitely don't</p>	<p>② No, no - it's -</p>
Action:	<p>feel that way</p>	
Timing:	<p>my move, right?</p>	

EPISODE #

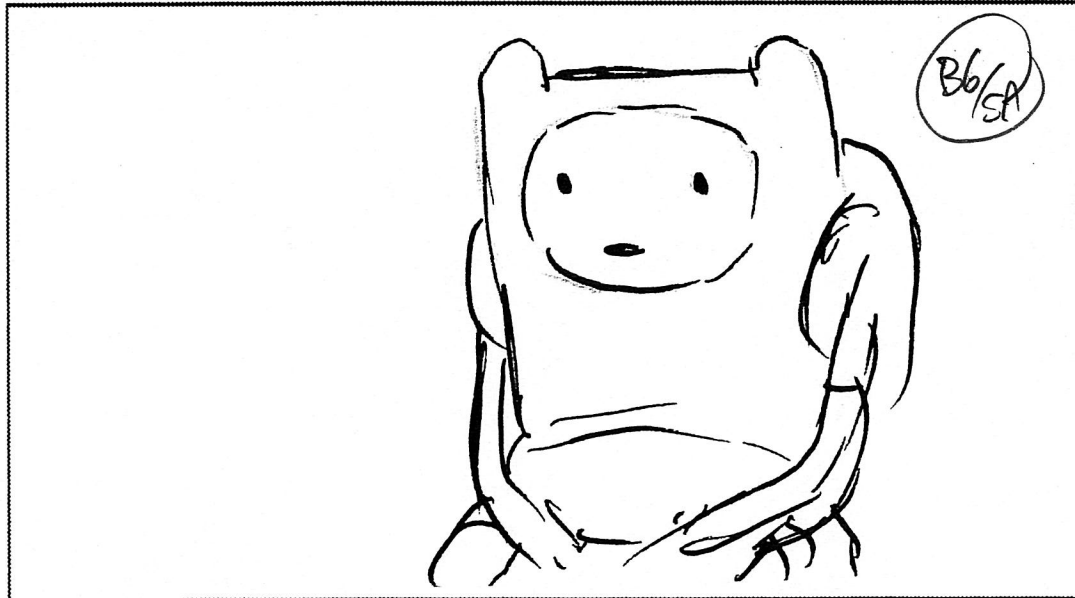
Production :

1025-183

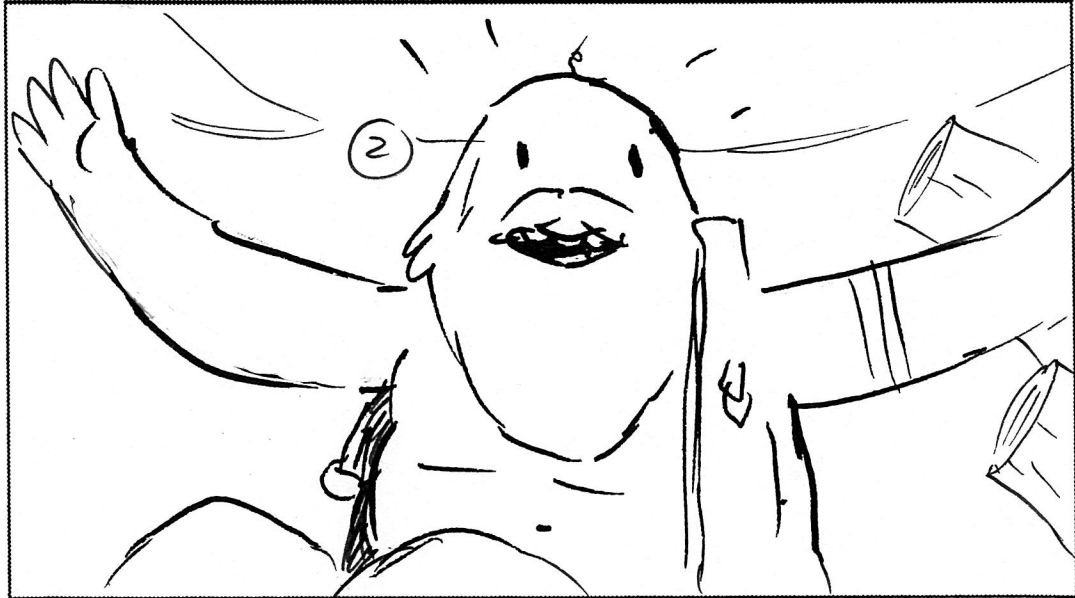
ADVENTURE TIME



Sc. 73 Pnl. B Bg. day night



Sc. 74 Pnl. A Bg. day night



Dialog:


(F:) it's okay now.

(DAP:) Haha! Great!

Action:

- M. REVEALS  
INTACT R. ARM.

Timing:



EPISODE #

Production :

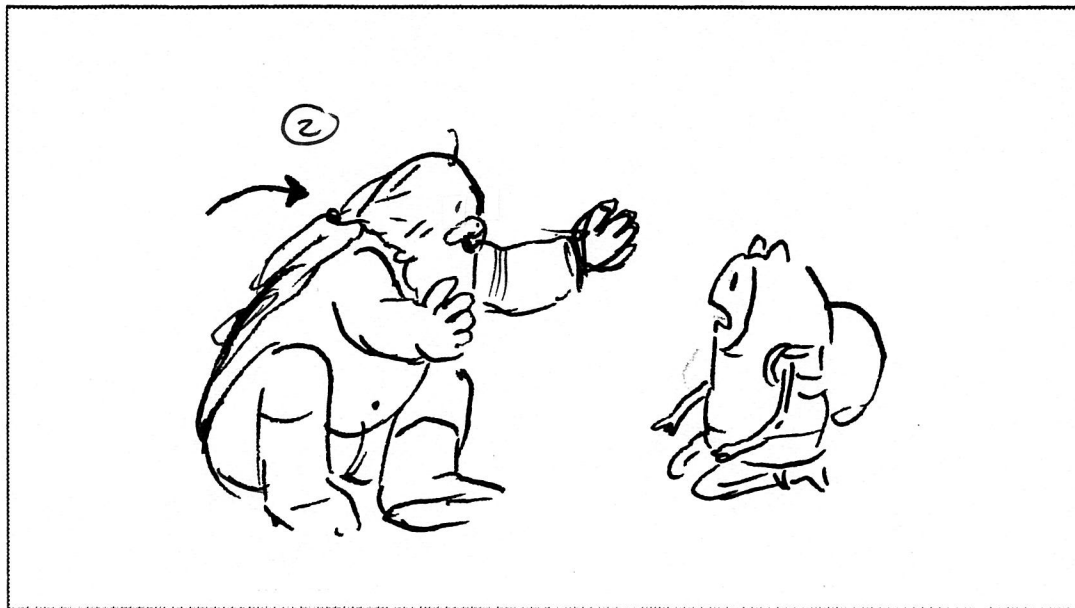
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# ADVENTURE TIME



Page 73

Sc. 75 Pnl. A Bg. day night



Sc. 76 Pnl. A Bg. day night



Dialog:

Action

Timing



(DAD) How bout a hug.

- Dad leans in to hug Finn



Production :

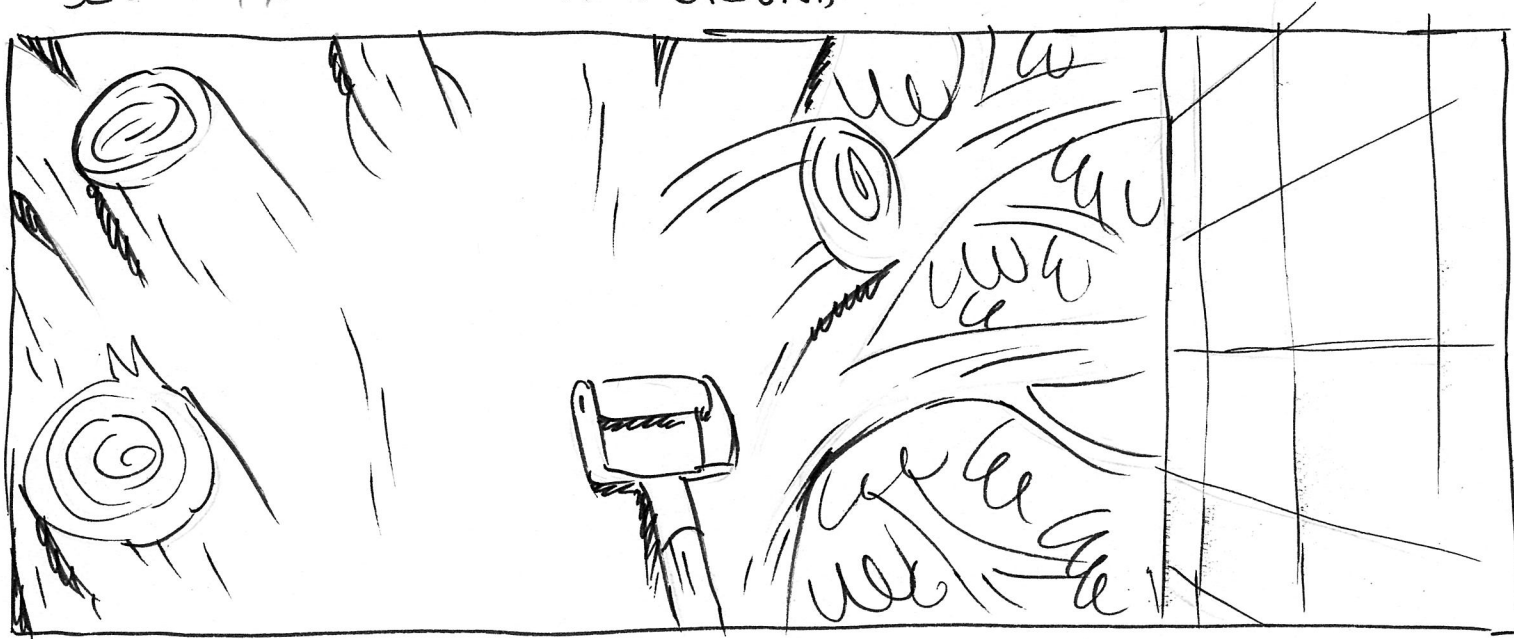
EPISODE #

1025-183

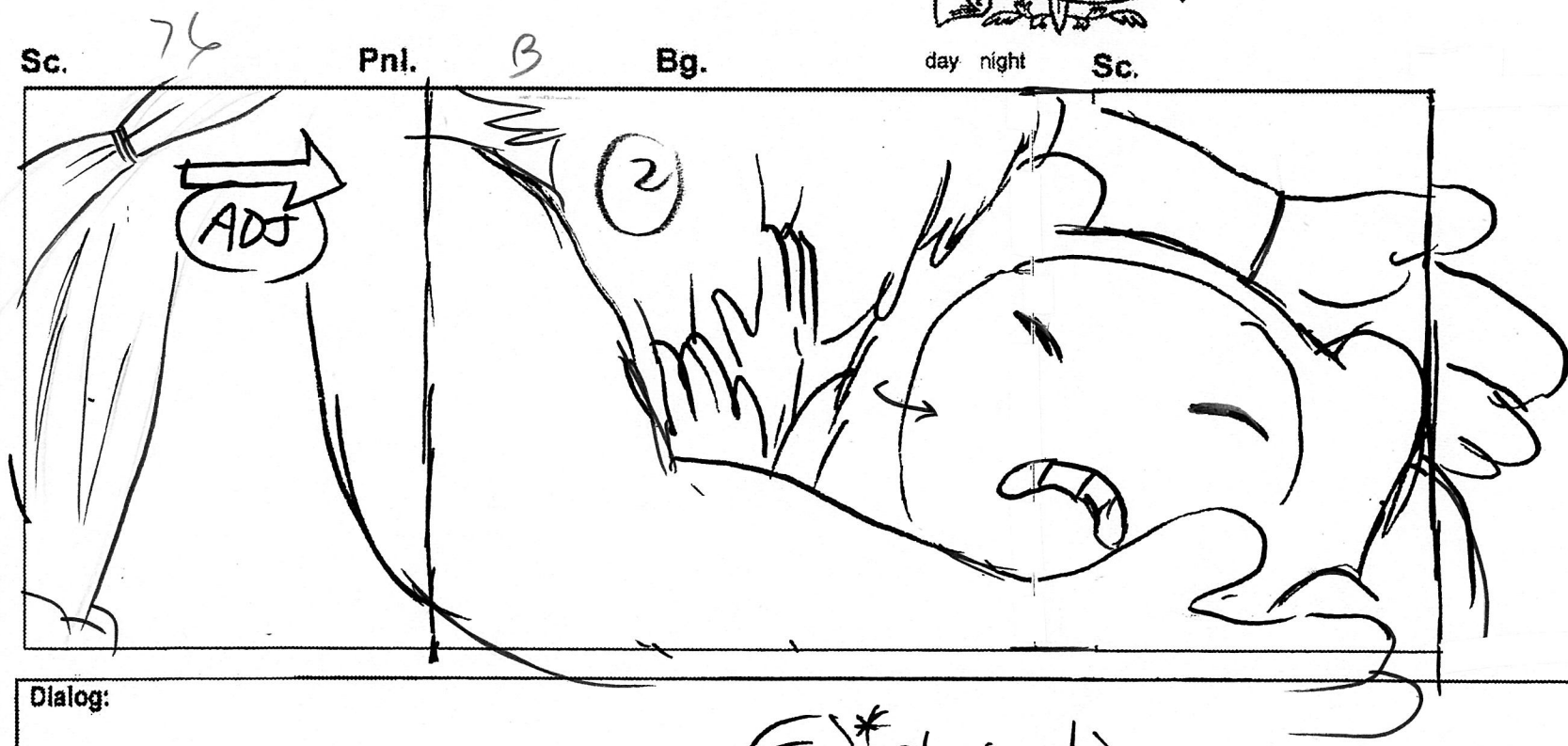


Sc. 76

BACKGROUND



# ADVENTURE TIME



Dialog:

(F:) \*struggling sounds \*

Action:

-Finn struggles

Timing:

EPISODE #

1025-183

Production :

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# ADVENTURE TIME



Page 76

Sc. 76 Pnl. C Bg. day night



Dialog:

(F) [GRUNT]

Action:

- Adjust back to scene starting position.
- Finn pushes his dad away

Timing:

Sc. 76 Pnl. D Bg. day night



Production :

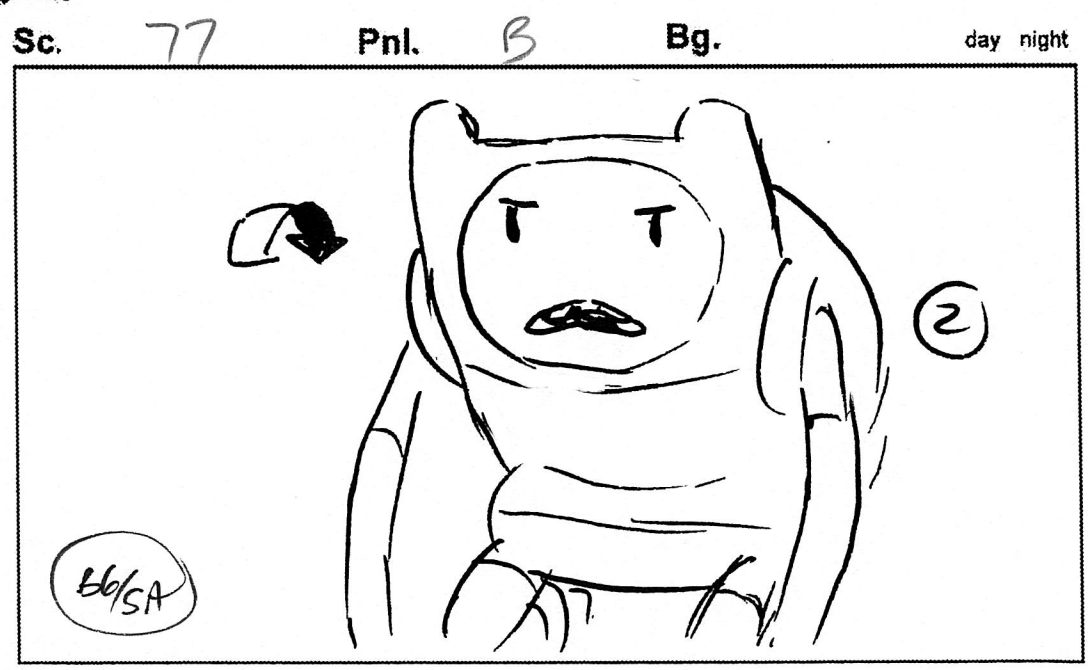
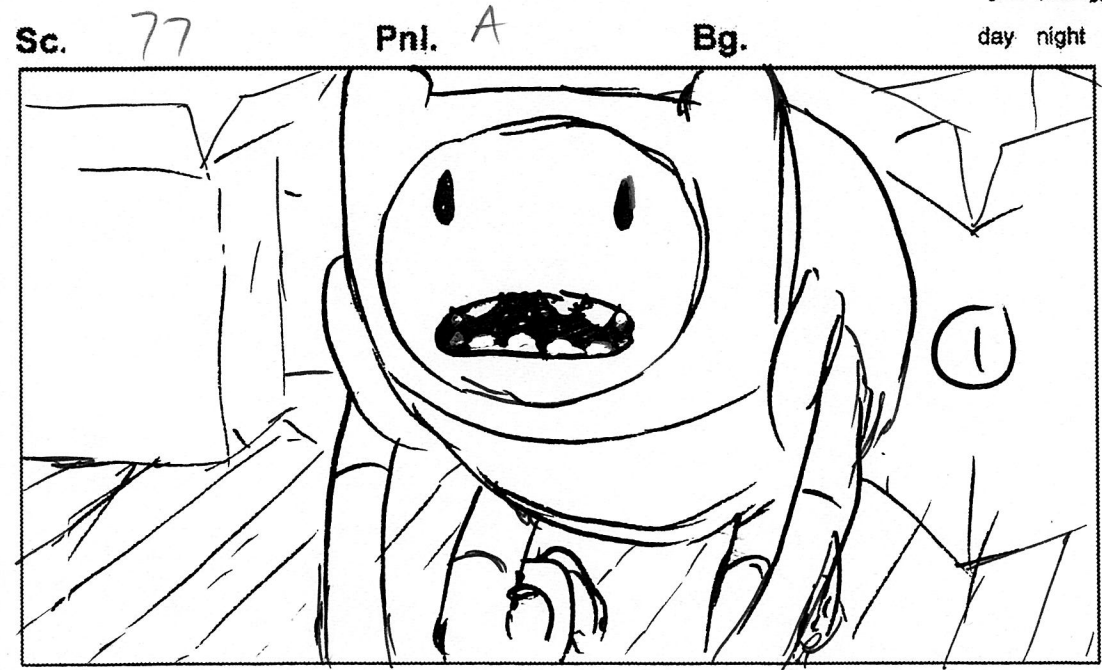
EPISODE #

1025-183

# ADVENTURE TIME



Page 77



Dialog:	(F) What the heck did I?	→ is everything you say a lie?
Action:		
Timing:		

EPISODE # 1025-183

Production :

# ADVENTURE TIME

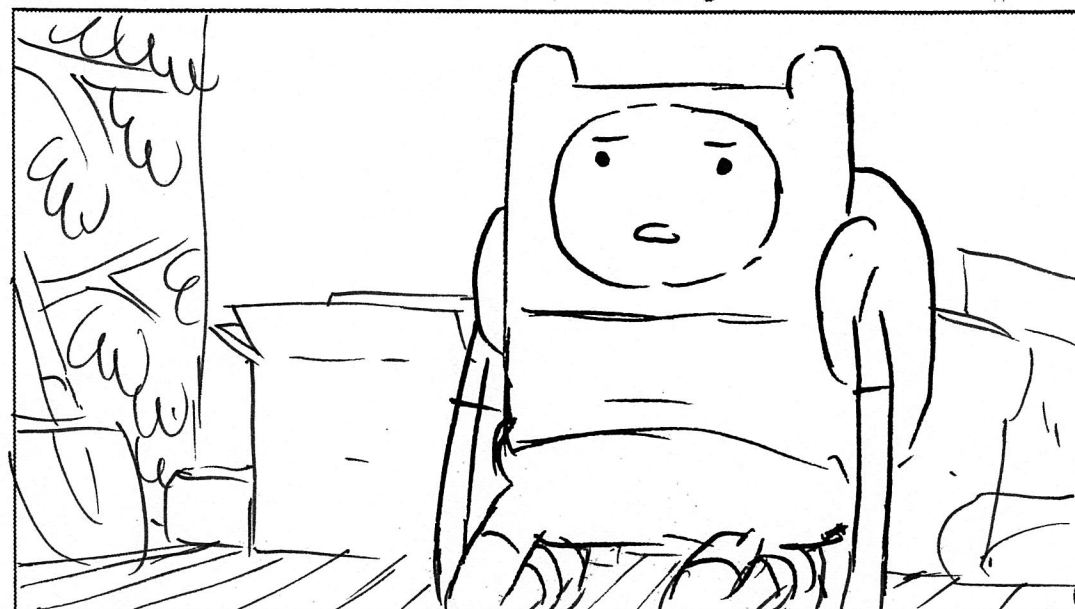


Page 78

Sc. 78 Pnl. A Bg. day night



Sc. 79 Pnl. A Bg. day night



Dialog:

(D:) No, no -  
of course not!  
c'mon!

Action:

Timing:

(F:) Well, is there  
any way I can  
tell the  
difference?

Production :

EPISODE #

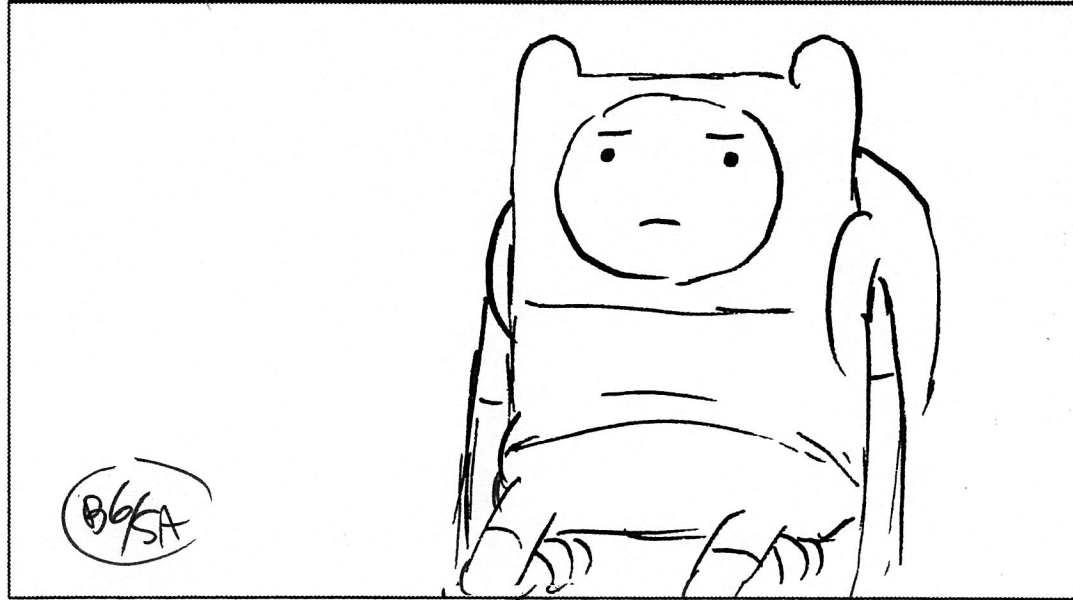
1025-183

# ADVENTURE TIME

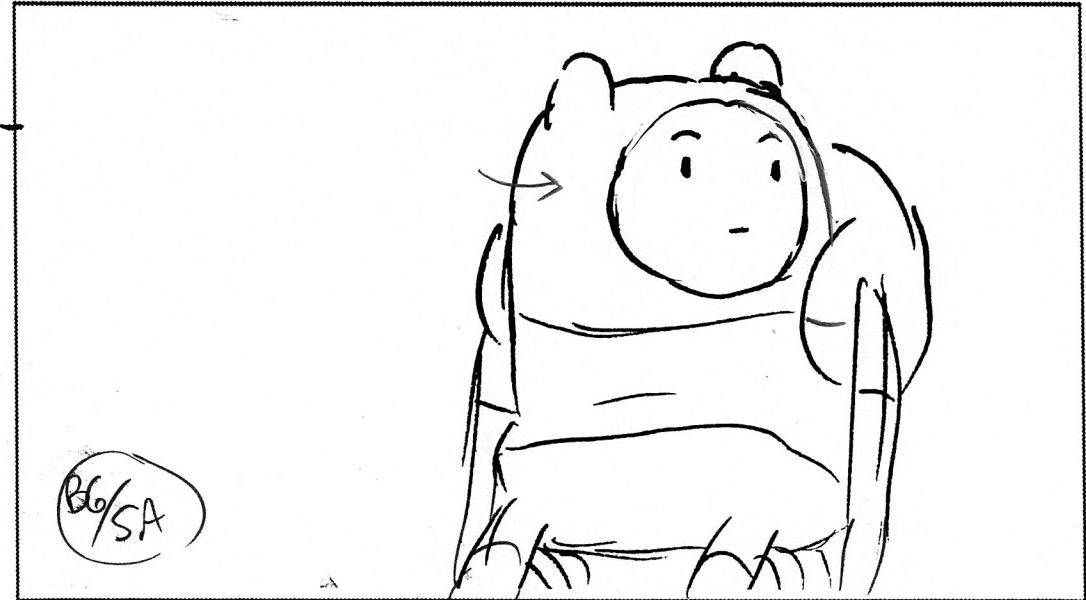


Page 79

Sc. 79 Pnl. B Bg. day night



Sc. 79 Pnl. C Bg. day night



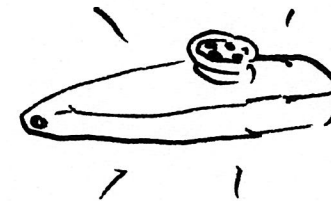
Dialog:

DAD: (OS) hah -  
I hope not!

Action:

Timing:

Sfx: \* Awkward brief  
kazoo melody \*



- F TURNS

EPISODE #

1025-183

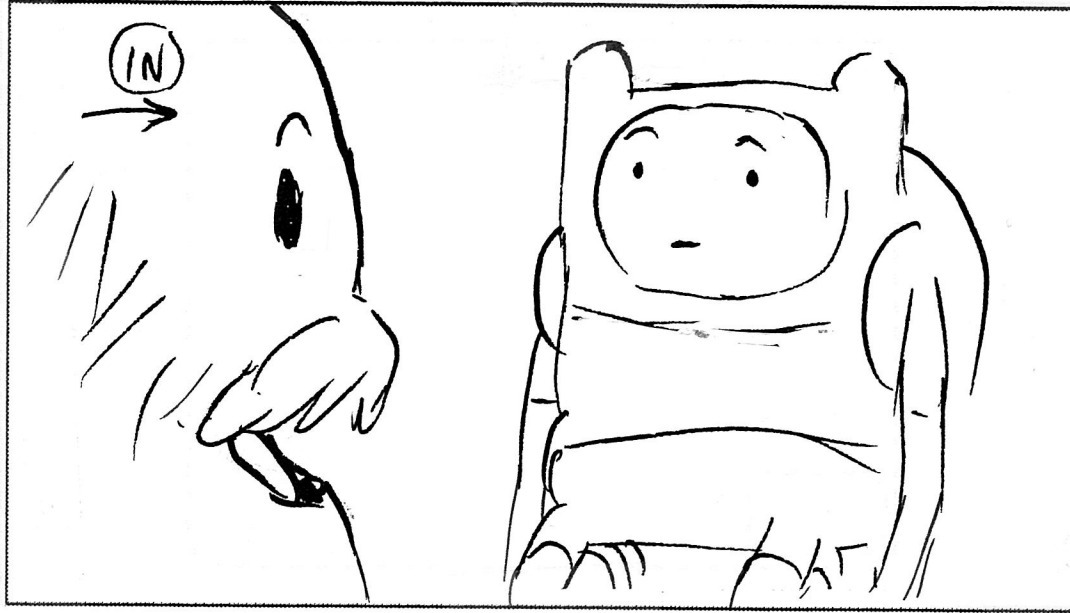
Production :

# ADVENTURE TIME

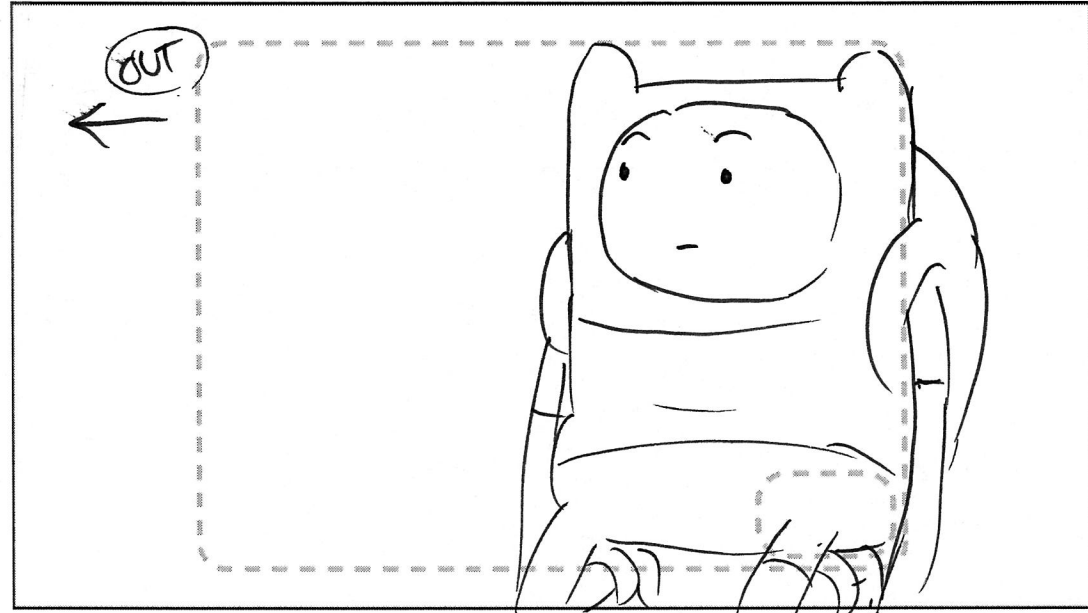


Page 80

Sc. 79 Pnl. D Bg. day night



Sc. 79 Pnl. E Bg. day night



Dialog: DAD Hot dang - hold that thought!-

Action: -M. COMES ON/S. -M GOES OFF P

Timing:

EPISODE #

Production :

1025-183

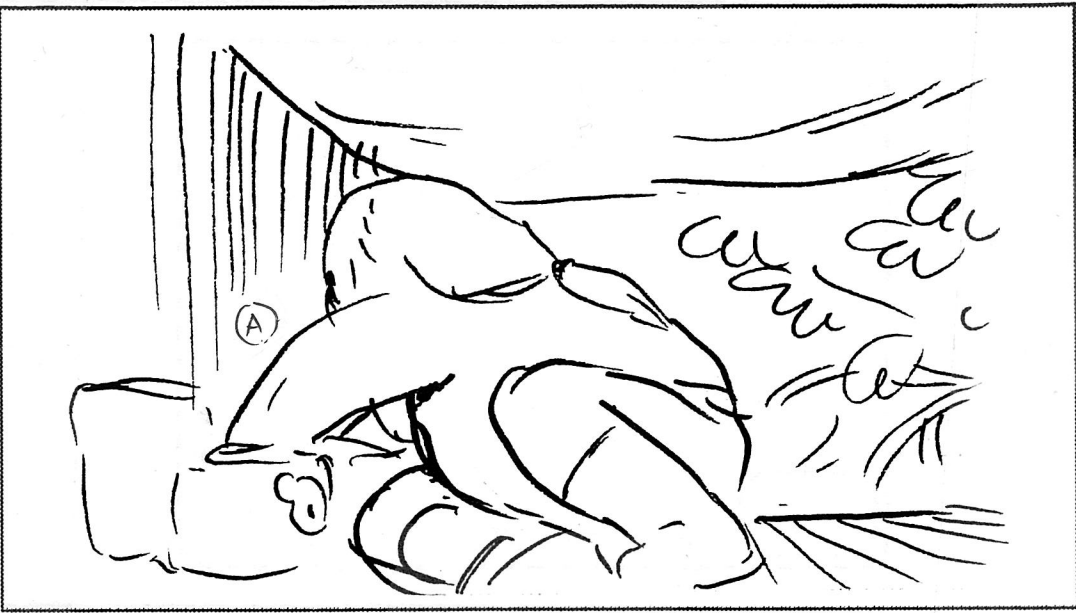


ADVENTURE TIME

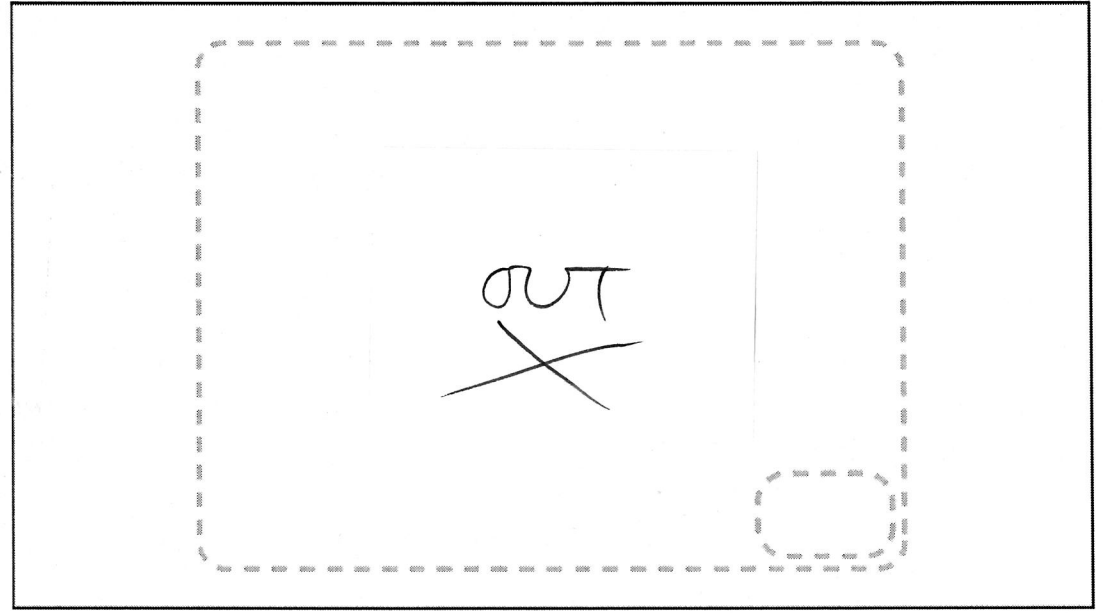


Page 81

Sc. 80 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:  
(DAD:) Those little guys are back  
with the engine bulb → (cont.)  
A B A C A



-Dad searches for his megaphone.

EPISODE #

Production :

1025-183

# ADVENTURE TIME

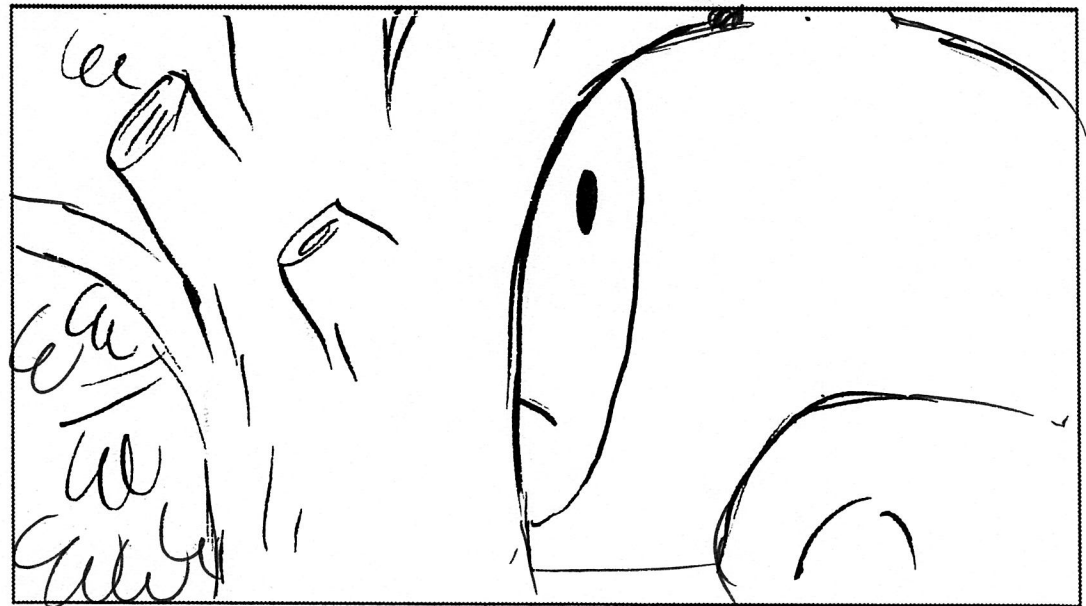


Page 82

Sc. 80 Pnl. B Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

→ for my pod.

Action:

- M. PULLS OUT MEGAPHONE

Timing:

EPISODE #

Production :

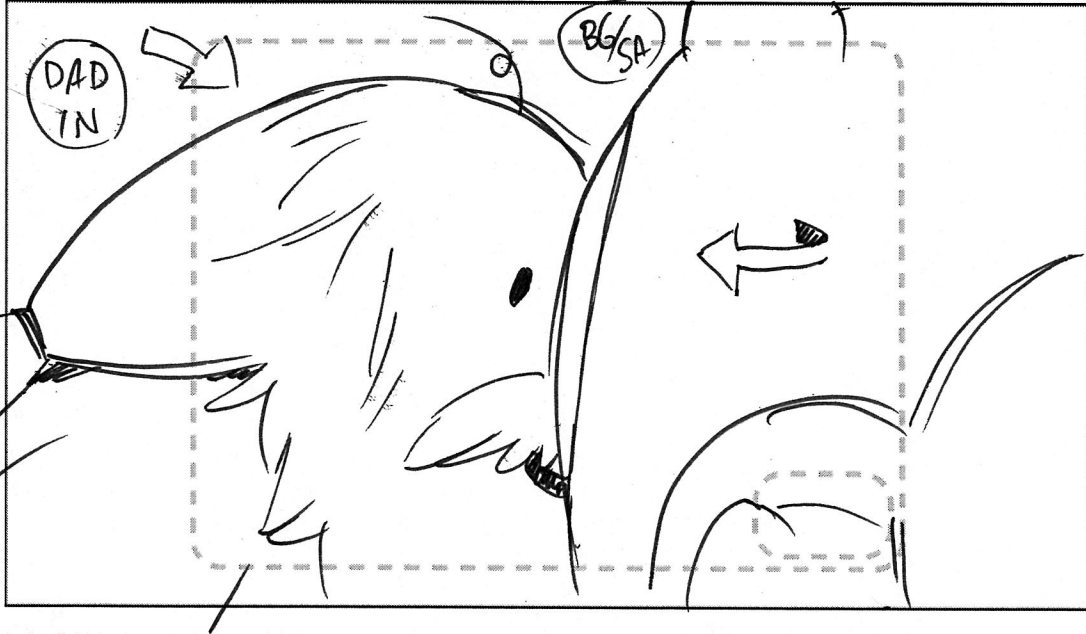
1025-183

# ADVENTURE TIME

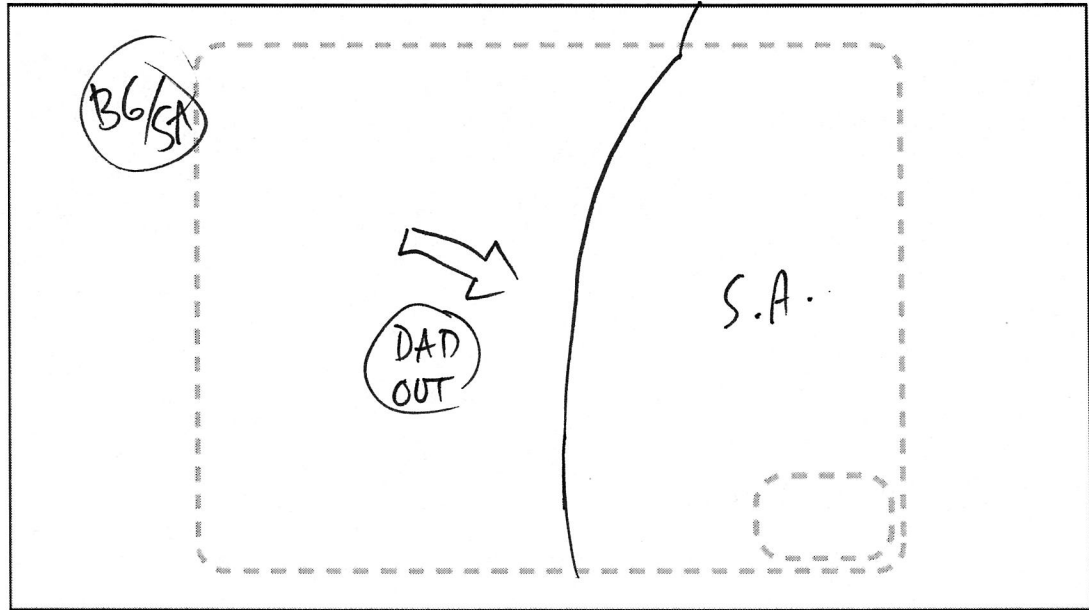


Page 83

Sc. 81 Pnl. B Bg. day night



Sc. 81 Pnl. C Bg. day night



Dialog:

(DAD) 'scuse me —

Action:

- M. MOVES PAST FINN.

Timing:

EPISODE #

Production :

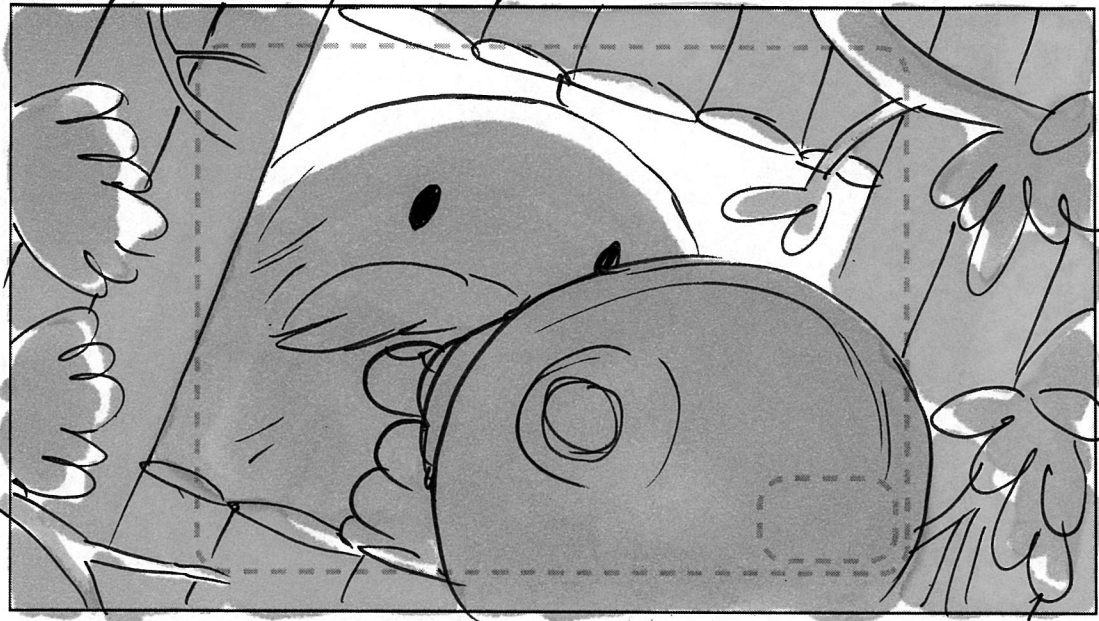
1025-183

# ADVENTURE TIME

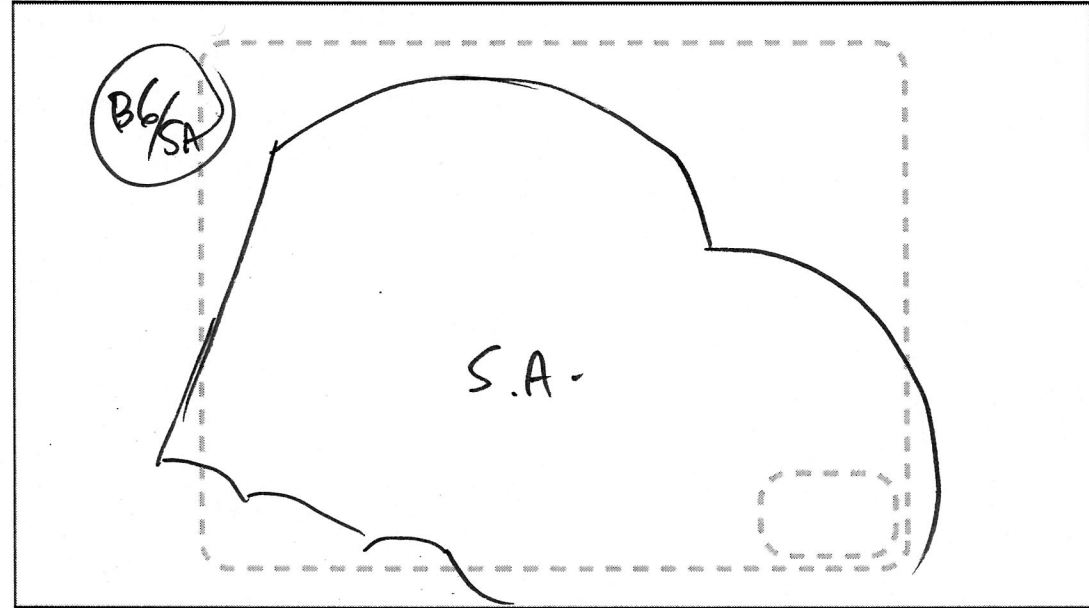


Page 84

Sc. 82 Pnl. A Bg. day night



Sc. 82 Pnl. B Bg. day night



Dialog: (DAD) Hear ye Hear ye! I am sending FORTH MY HOLY (tree spirit voice) EMISSARY MARTIN MERTENS AND HIS REGULAR SON FINN. DON'T FORGET TO DO WHATEVER MARTIN TELLS YOU. OKAY, OVER & OUT!

Action:

Timing:

EPISODE #

Production :

1025-183

# ADVENTURE TIME



Page 85

Sc.	Pnl.	Bg.	day	night
<p>WIPE</p>				

Dialog:	
<p>Action:</p> <p>- Dad gestures for villagers to come closer.</p>	<p>(DAD) (OS)</p> <p>almost there -</p> <p>little further,</p> <p>little further,</p>
<p>Timing:</p>	

Sc.	Pnl.	Bg.	day	night
83	A			

Production :

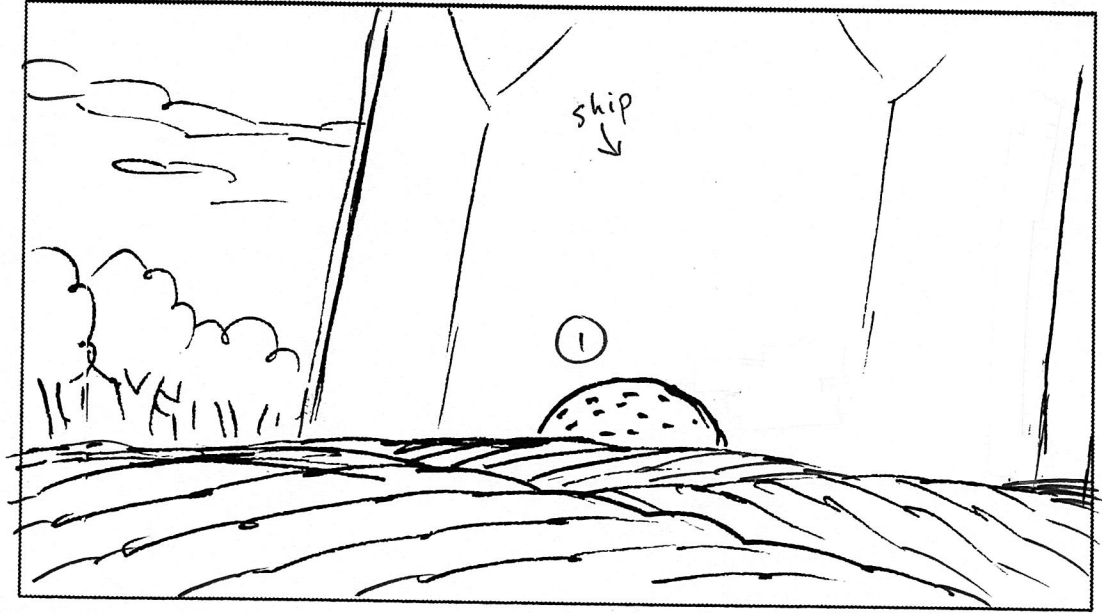
EPISODE #

1025-183

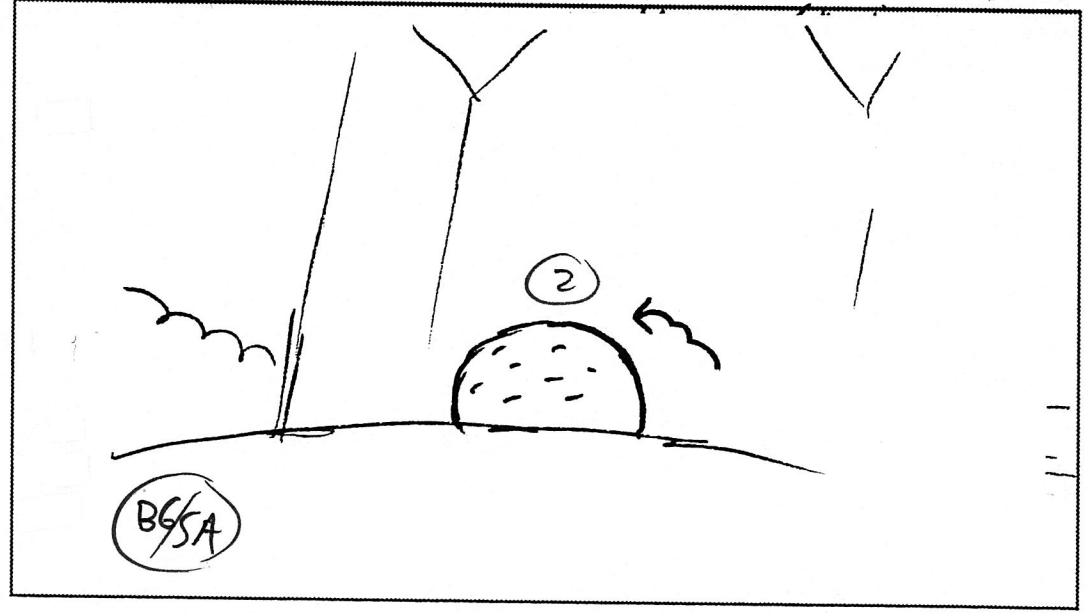
# ADVENTURE TIME



Sc. 84 Pnl. A Bg. day night



Sc. 84 Pnl. B Bg. day night



Dialog:

Action:

Timing:

DAD OS: → keep it  
comin,  
there ya go -

- ENGINE MOVES UP HILL  
(SHOULDN'T BE ROLLING)

EPISODE #  
Production :

1025-183

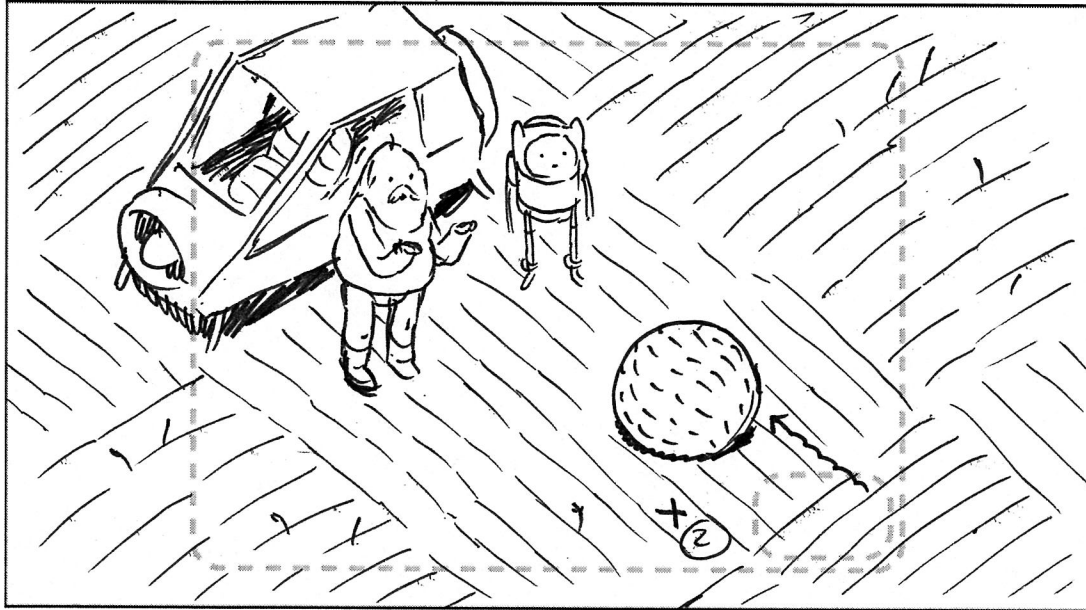


# ADVENTURE TIME

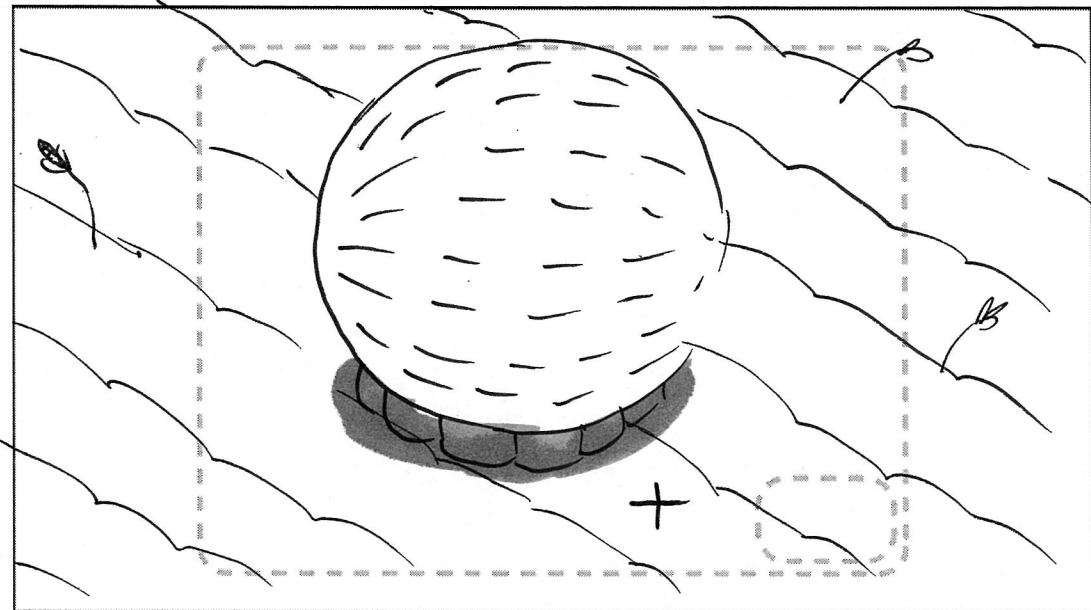


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Sc. 85 Pnl. A Bg. day night



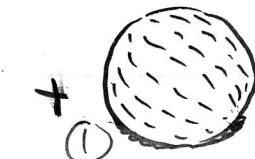
Sc. 86 Pnl. A Bg. day night



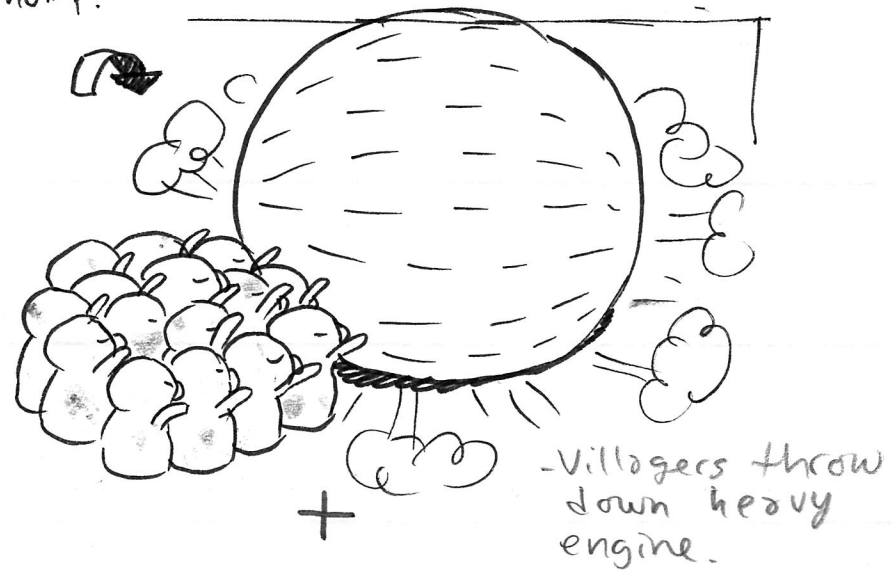
Dialog: DAD: A little further... and... stop.  
 (1) (2) (3)

Action:

Timing:



SFX: thump!



EPISODE #

Production :

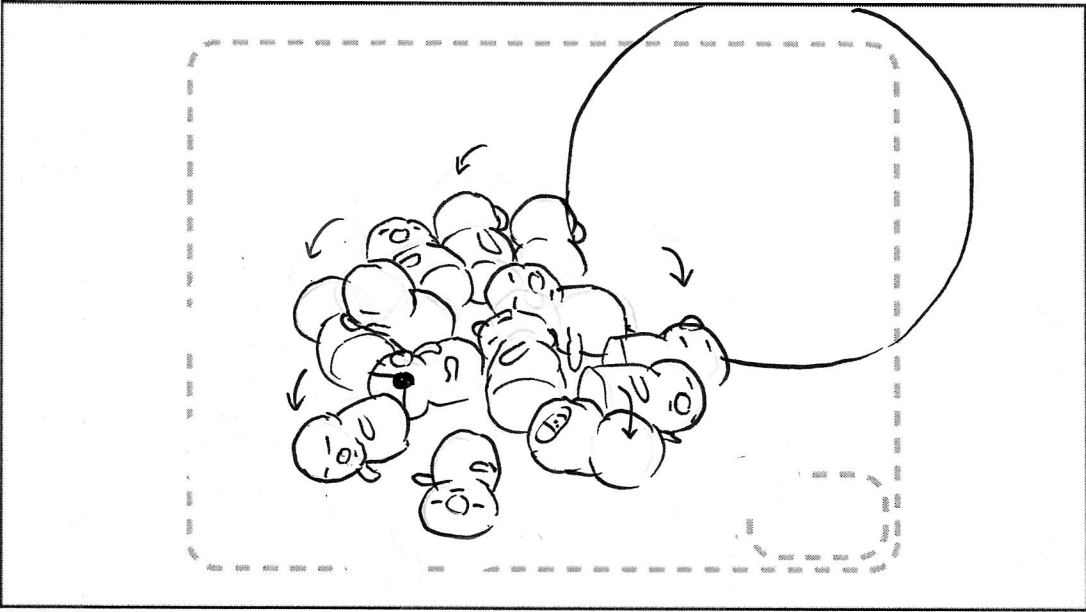
1025-183



ADVENTURE TIME



Sc. 86 Pnl. B Bg. day night



Sc. 87 Pnl. A Bg. day night engine



Dialog: (DAD) OS Fantastic work boys, —————> absolutely fantastic.  
(DUDES) \* heavy breathing \* —————>

Action: - Villagers collapse in exhaustion - Villagers breathe heavily  
- stomachs rise and fall

Timing:

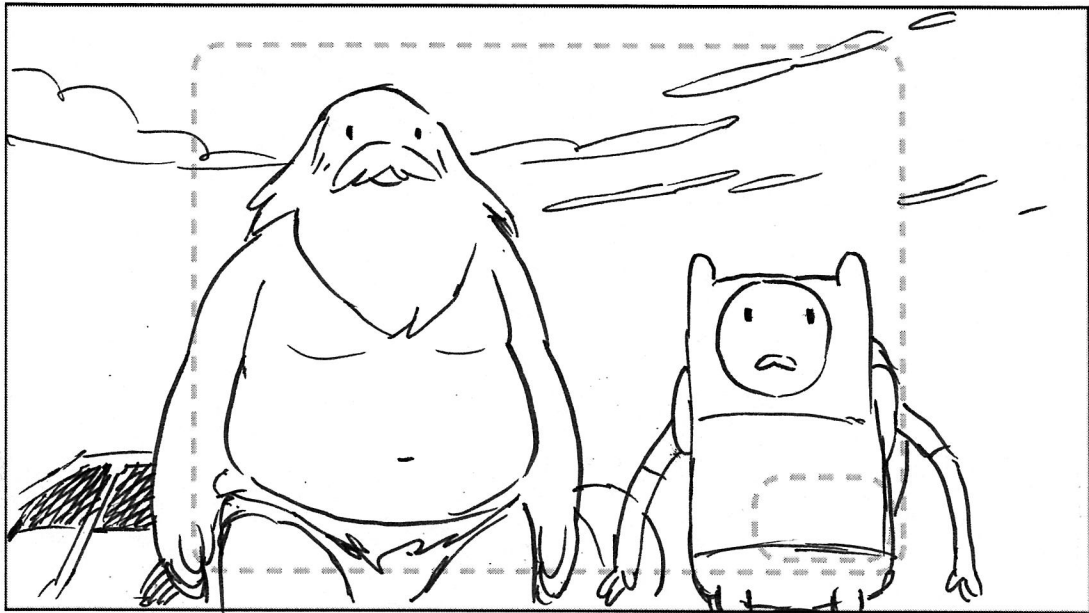
EPISODE #  
Production :

1025-183

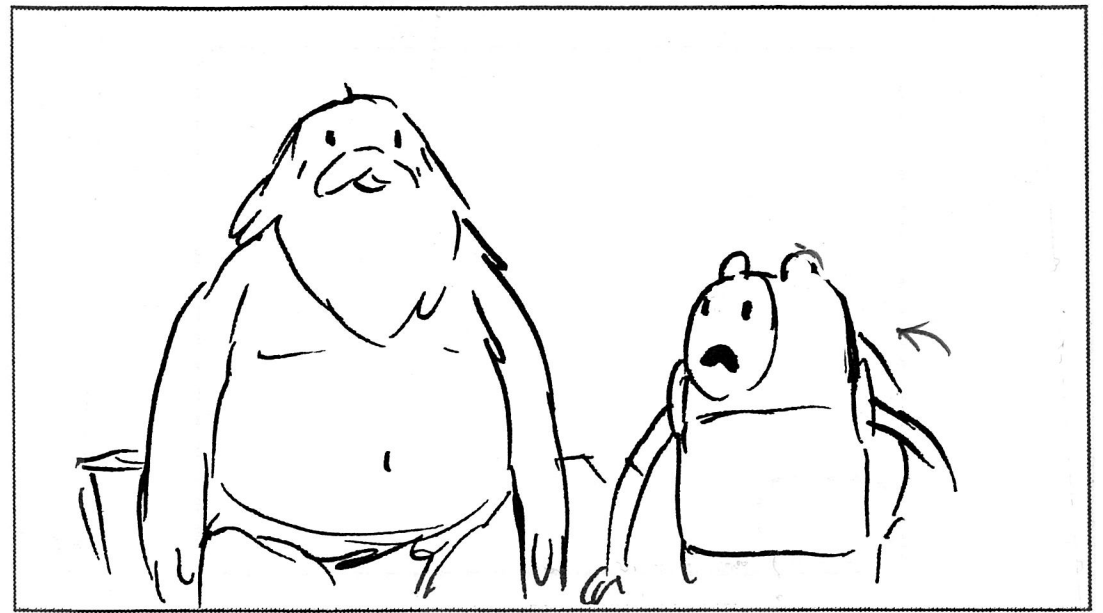
ADVENTURE TIME



Sc. 88 Pnl. A Bg. day night



Sc. 88 Pnl. B Bg. day night



Dialog:	(FINN) Holy Stank, Dad!	(F) → What the stinkbank?!
Action:		
Timing:		

EPISODE #

1025-183

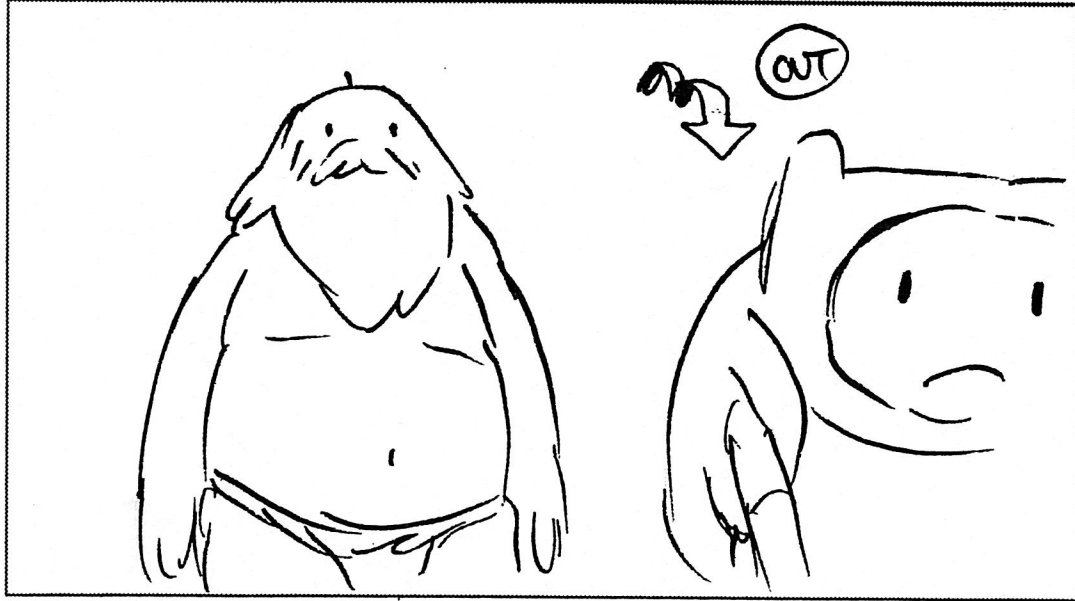
Production :

# ADVENTURE TIME

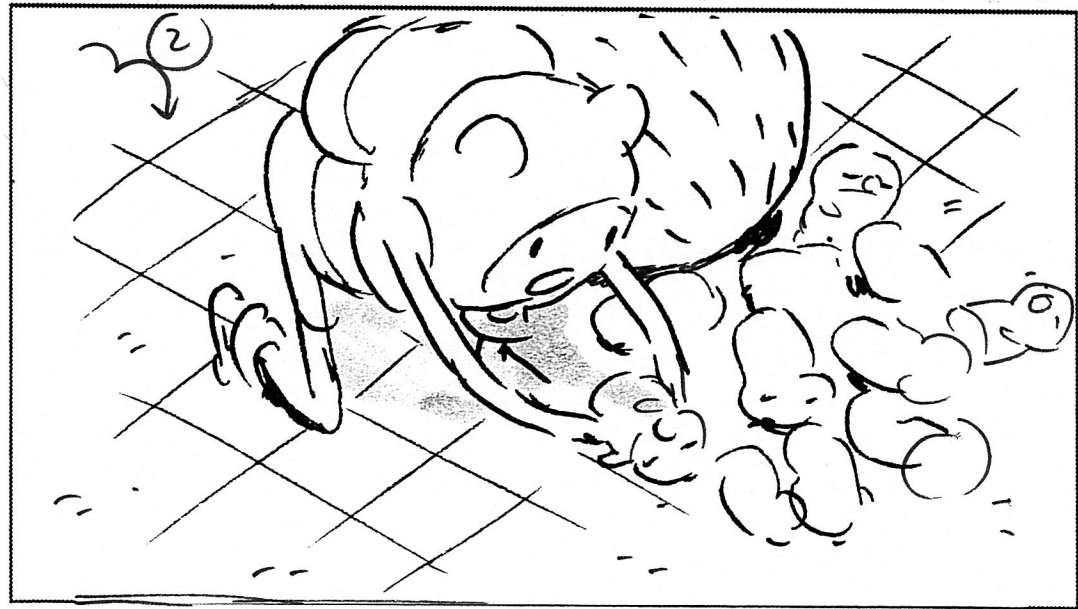


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Sc. 88 Pnl. C Bg. day night



Sc. 89 Pnl. A Bg. day night



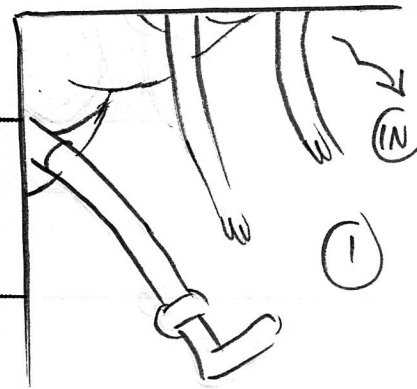
Dialog:

Action:

Timing:

(F) → You're messin'  
'em all up -

- F. WALKS ON'S,  
KNEELS AND  
CRAPLES DUDG.



EPISODE #

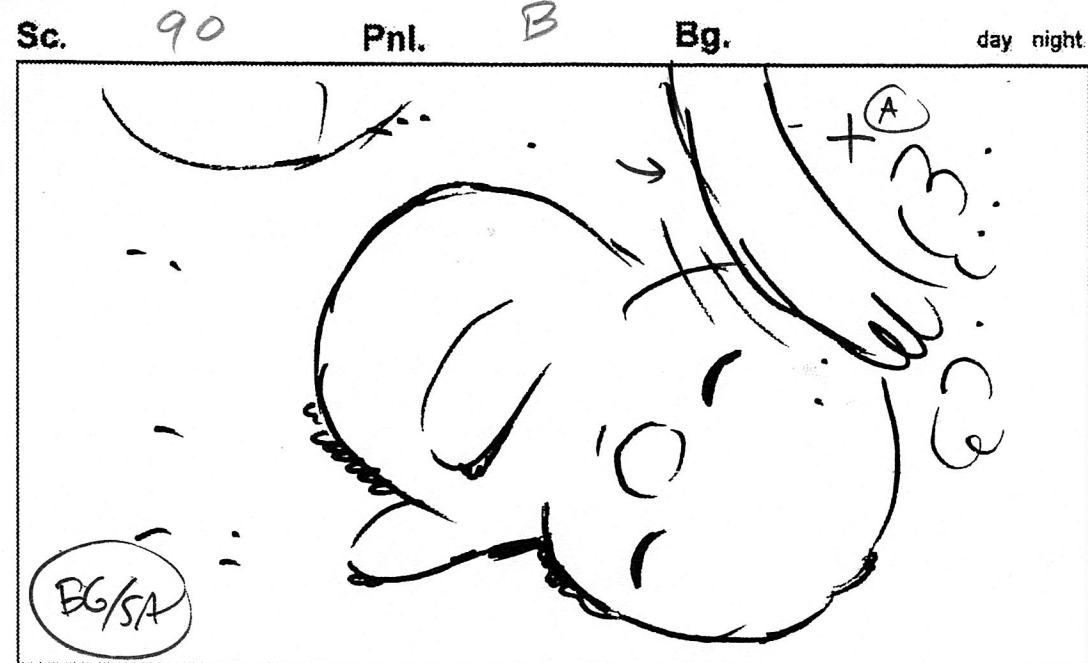
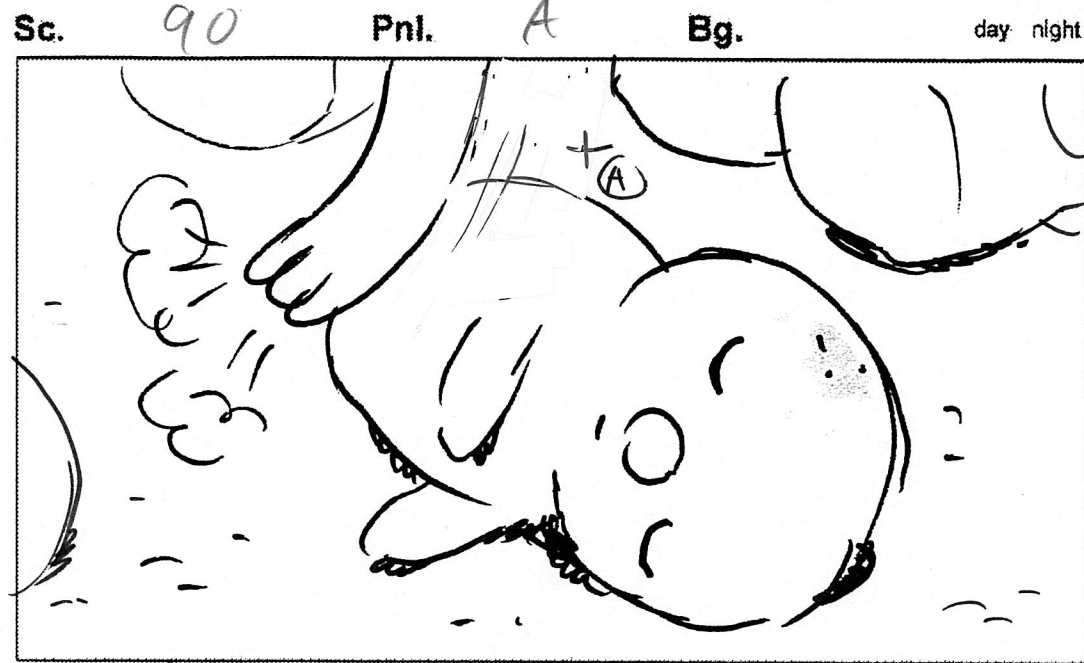
Production :

1025-183

# ADVENTURE TIME



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Dialog:

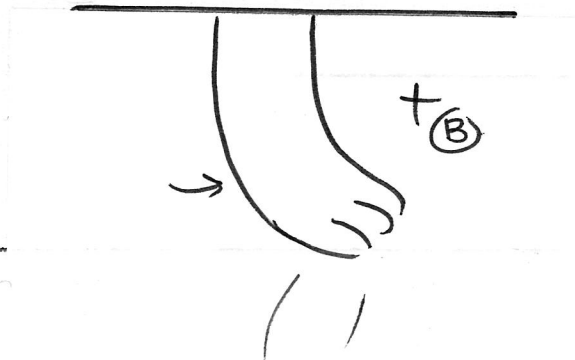
(F) (KOS) this is  
why you're lying  
to em?

Action:

(F) → so they'll  
mess themselves  
up for you?!

Timing:

Finn brushes  
dirt off villager



EPISODE #

Production :

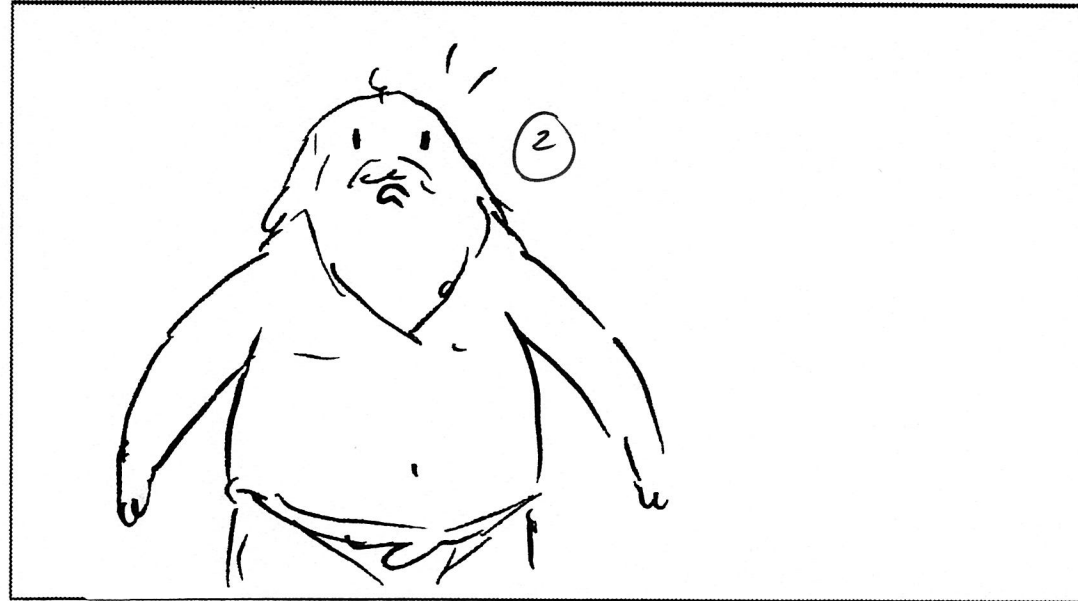
1025-183

# ADVENTURE TIME

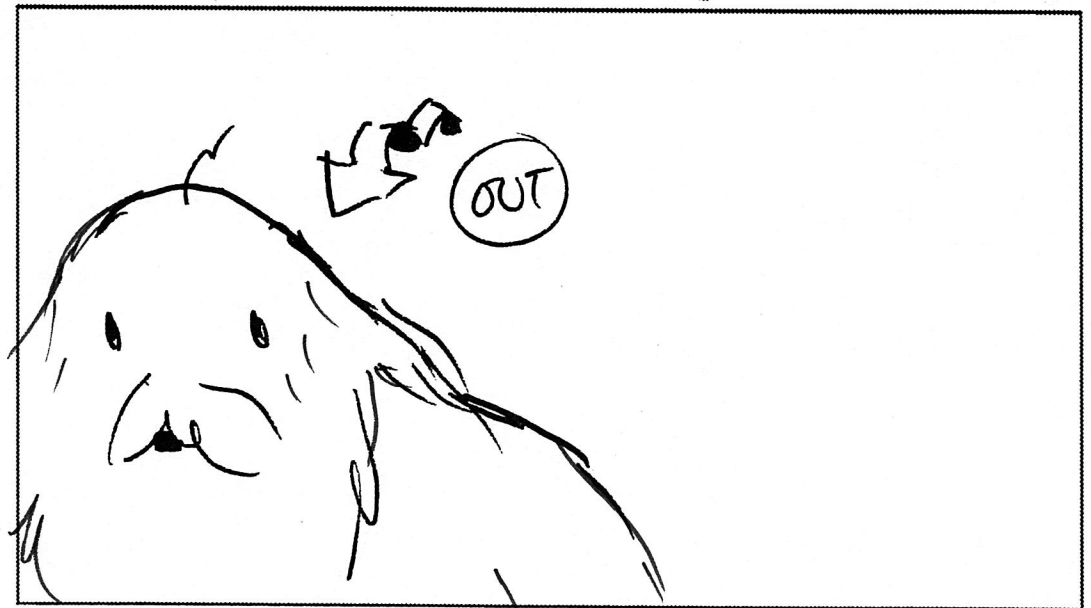


Page 92

Sc. 91 Pnl. A Bg. day night



Sc. 91 Pnl. B Bg. day night



Dialog:

Action

Time



① What!? No, no  
no - look,

- M WALKS FORWARD AND  
KNEELS OFF/S.

EPISODE #

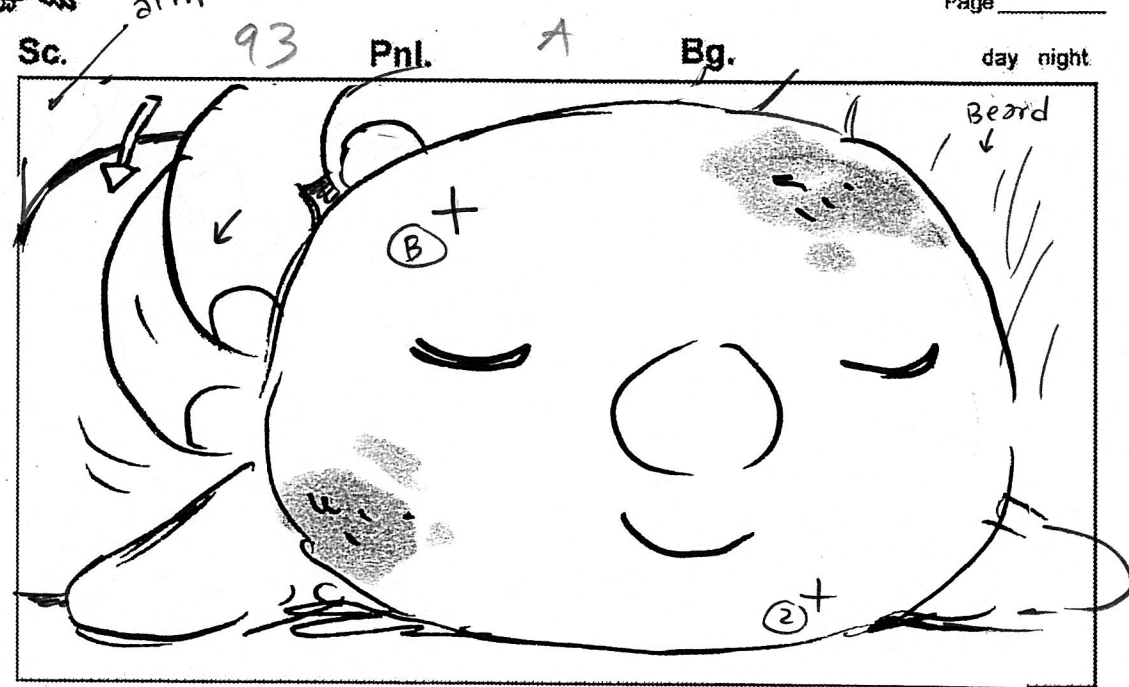
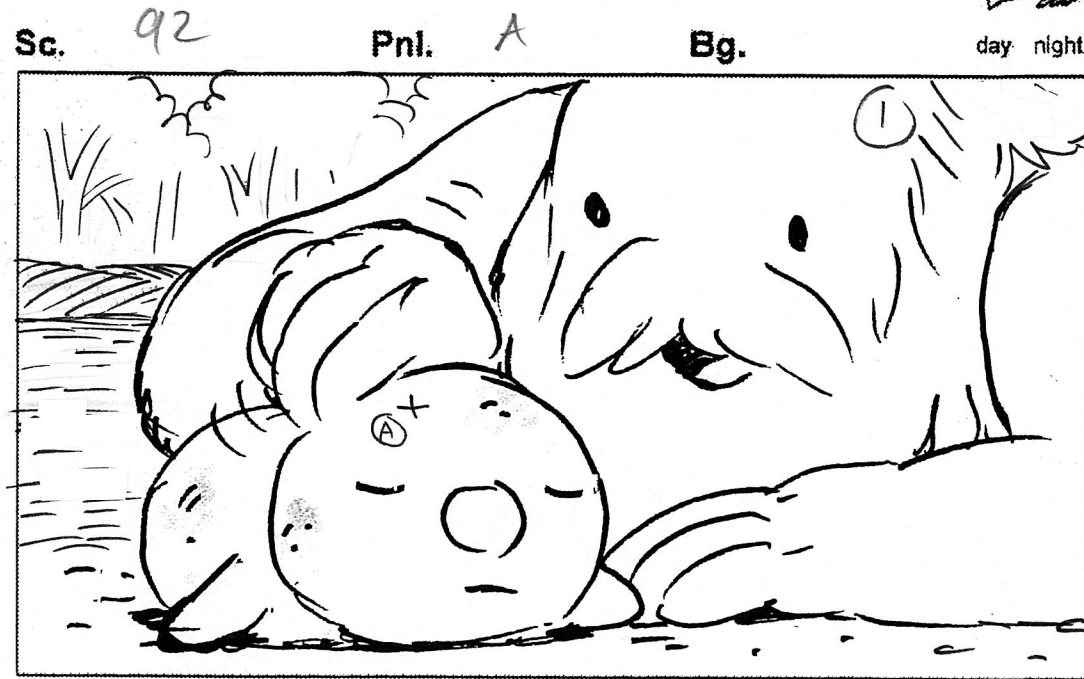
Production :

1025-183

# ADVENTURE TIME



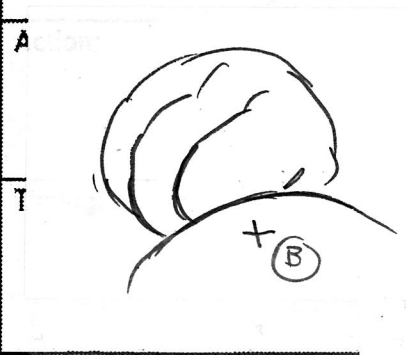
Page 93



Dialog:

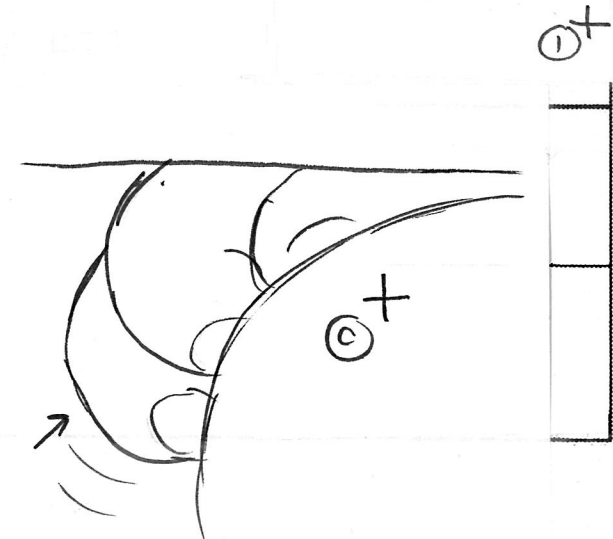
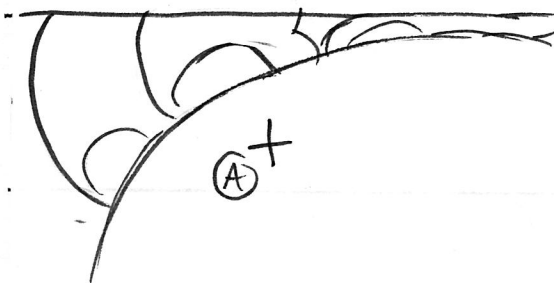
① they love it,  
② see -

DAD (OS): Goochy goochy goo.



- Dad tickles villager

A B C B C B C



Production :

EPISODE #

1025-183

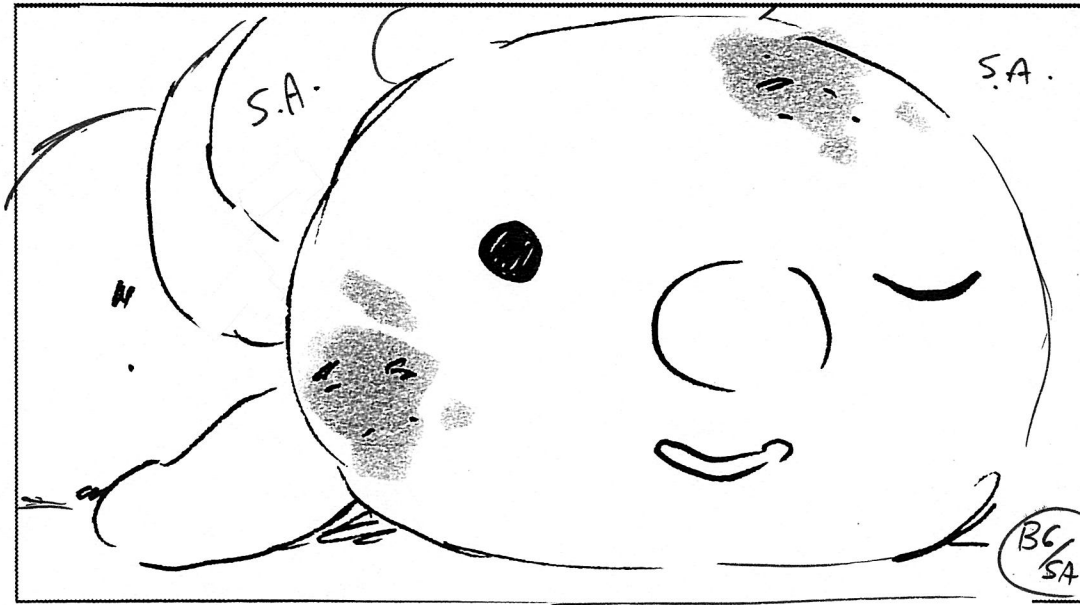


# ADVENTURE TIME

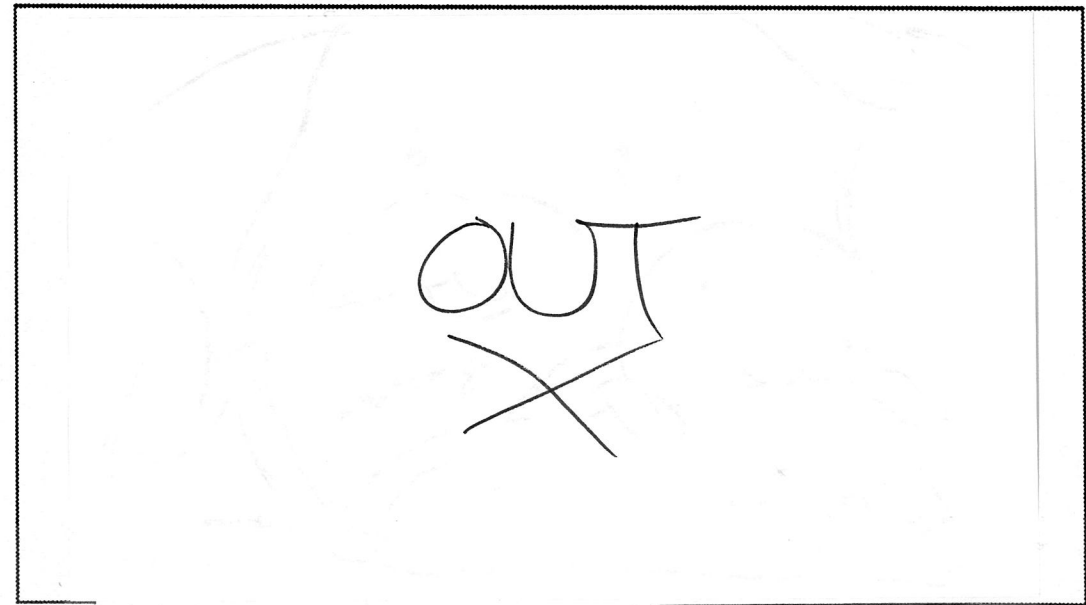


Page 74

Sc. 93 Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog:	(D:) Goochy Goochy	
Action:	SNAPPING DUDE : * giggle **	
Timing:		

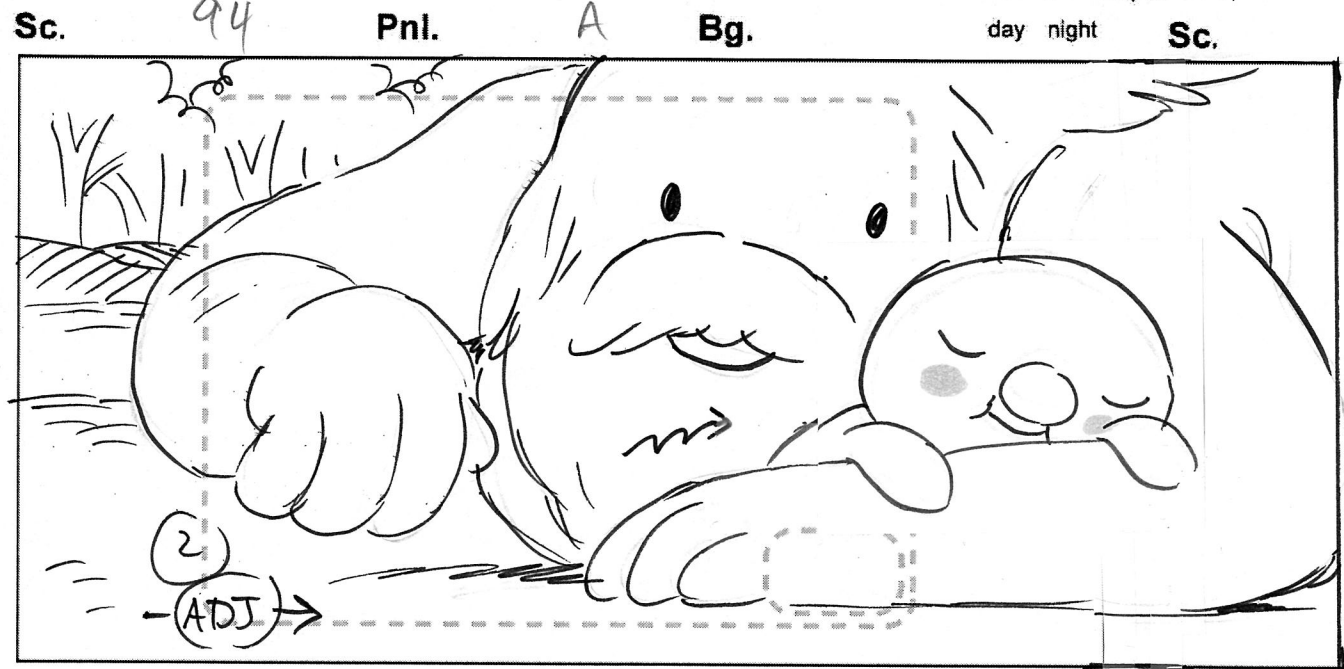
EPISODE #

Production :

1025-183



ADVENTURE TIME



Dialog:		
Action:		- SNAPPING DUDE NUZZLES INTO CROOK OF MG ARM.
Timing:		

EPISODE #

Production :

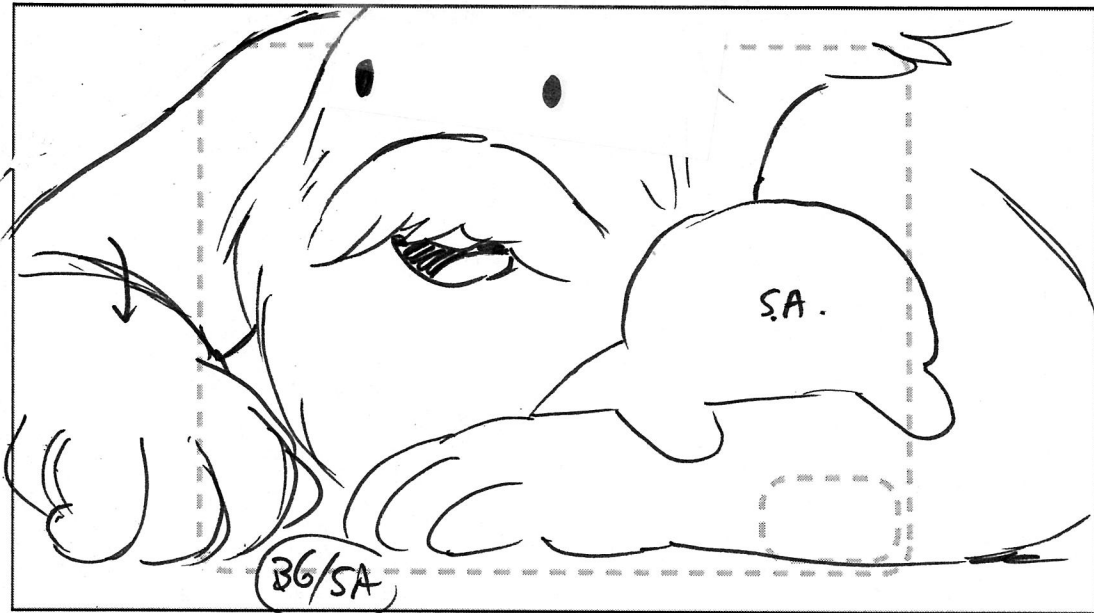
1025-183

# ADVENTURE TIME

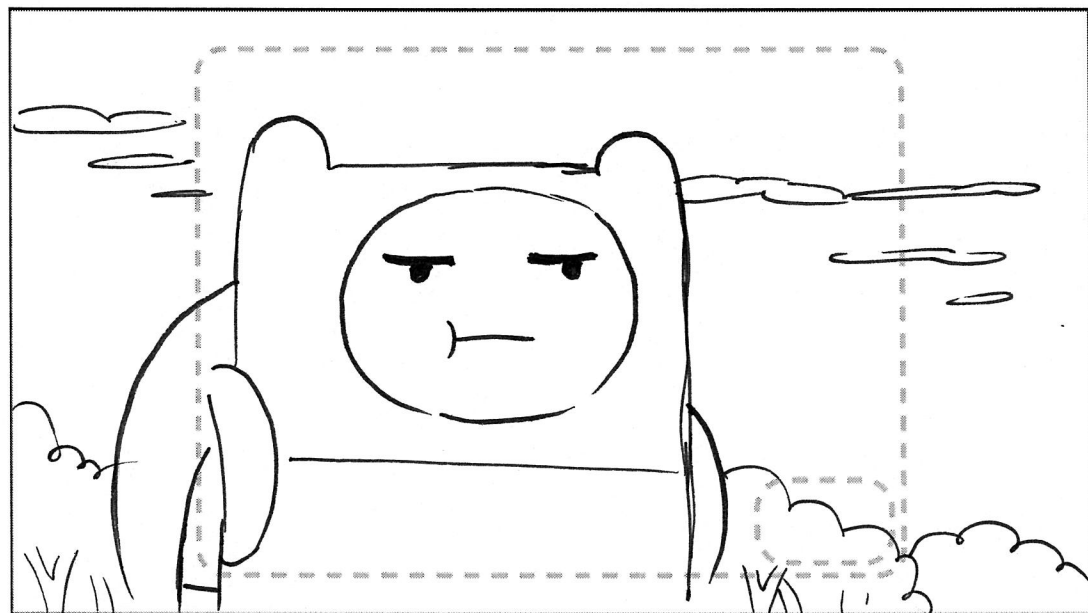


Page 96

Sc. 94 Pnl. B Bg. day night



Sc. 95 Pnl. A Bg. day night



Dialog:

(DAD): They're helping a poor old stranded man in need.

(DAD) (OS) You like to help people dontcha?

Action:

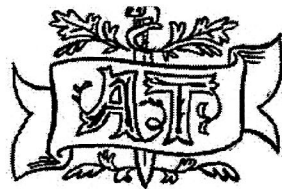
Timing:

EPISODE #

Production :

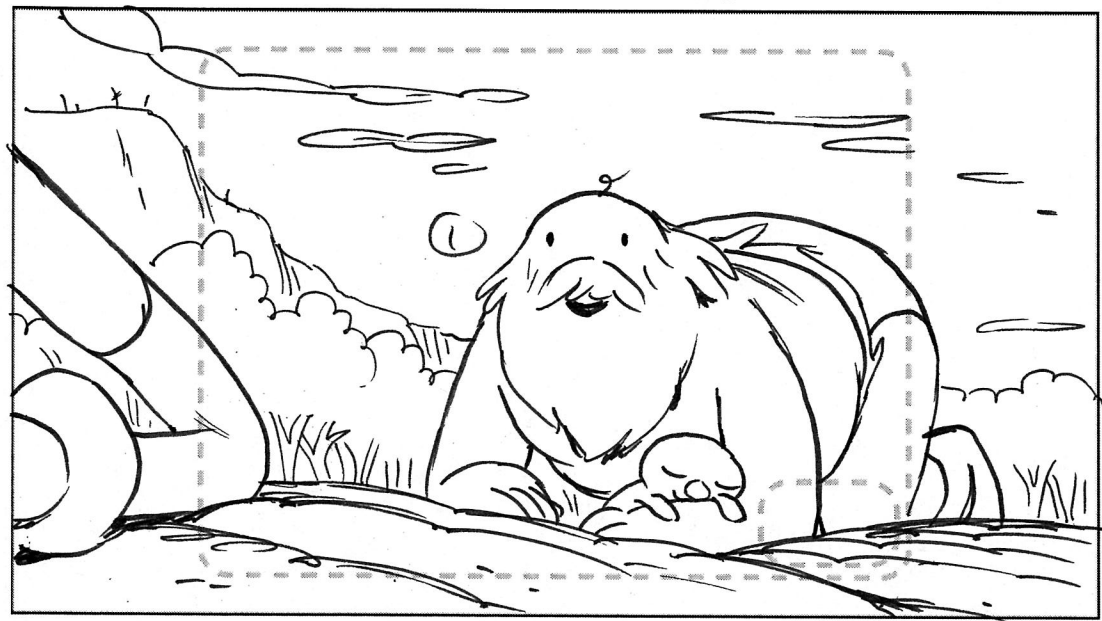
1025-183

# ADVENTURE TIME

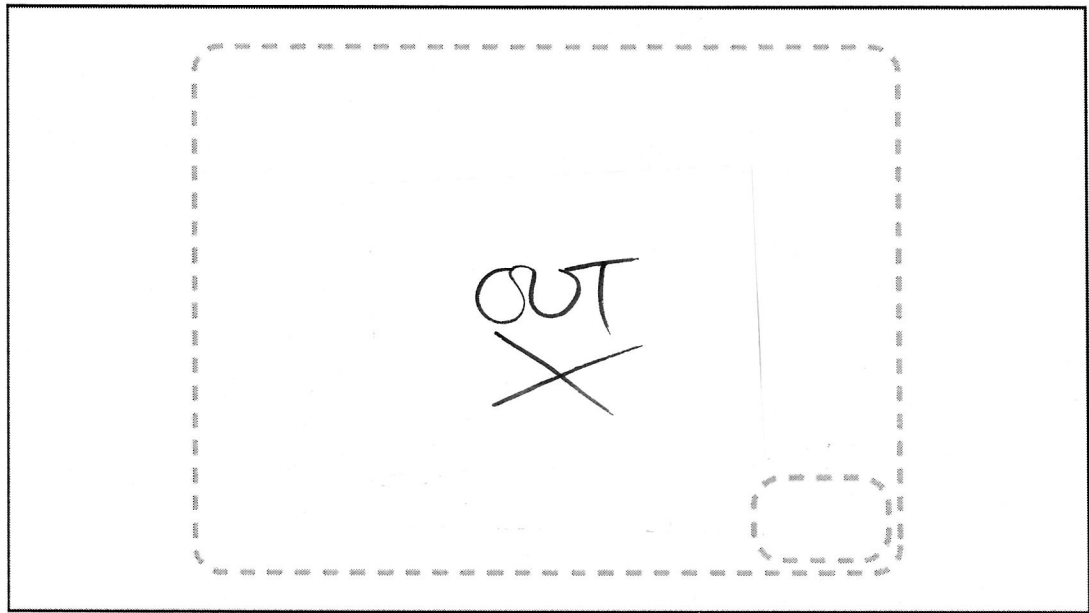


Page 97

Sc. 96 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<p>DAD: ① I'd do it myself if I could, ② but I'm too strong to fit through the service hatches.</p>	
Action:		
Timing:		

EPISODE #

Production :

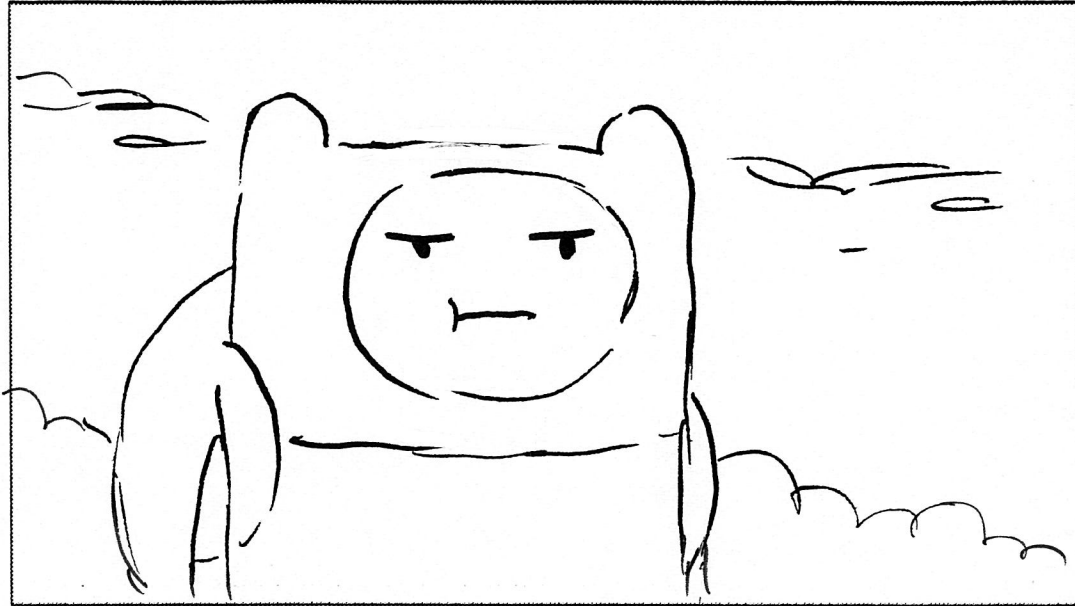
1025-183

# ADVENTURE TIME

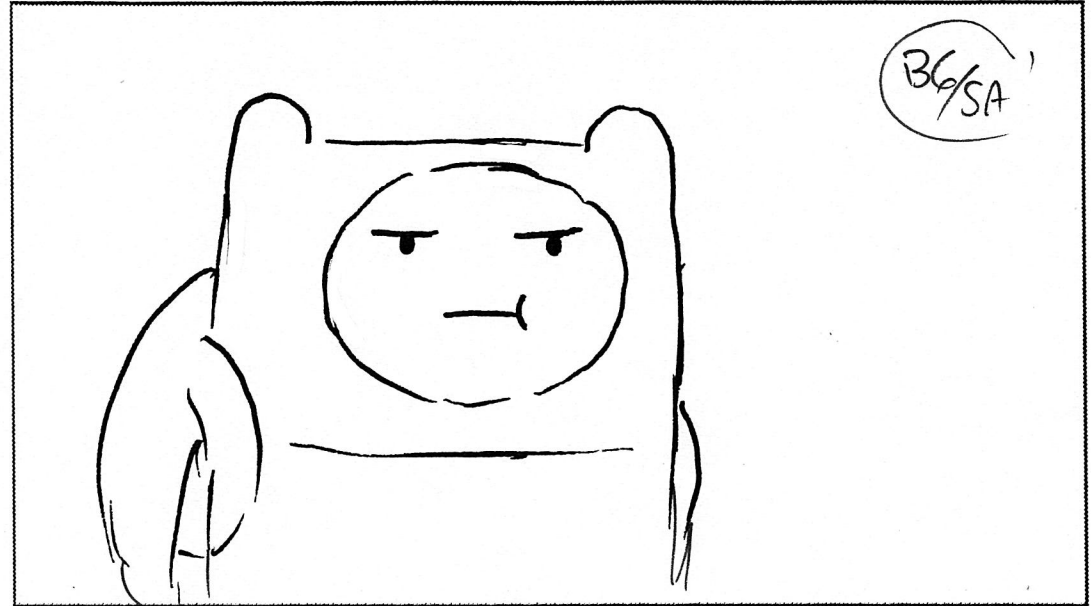


Page 98

Sc. 97 Pnl. A Bg. day night



Sc. 97 Pnl. B Bg. day night



Dialog:

Action:

Timing:

mouth animation?

if so, mouth start and end poses above should be shifted?

(←) (→)

EPISODE #

Production :

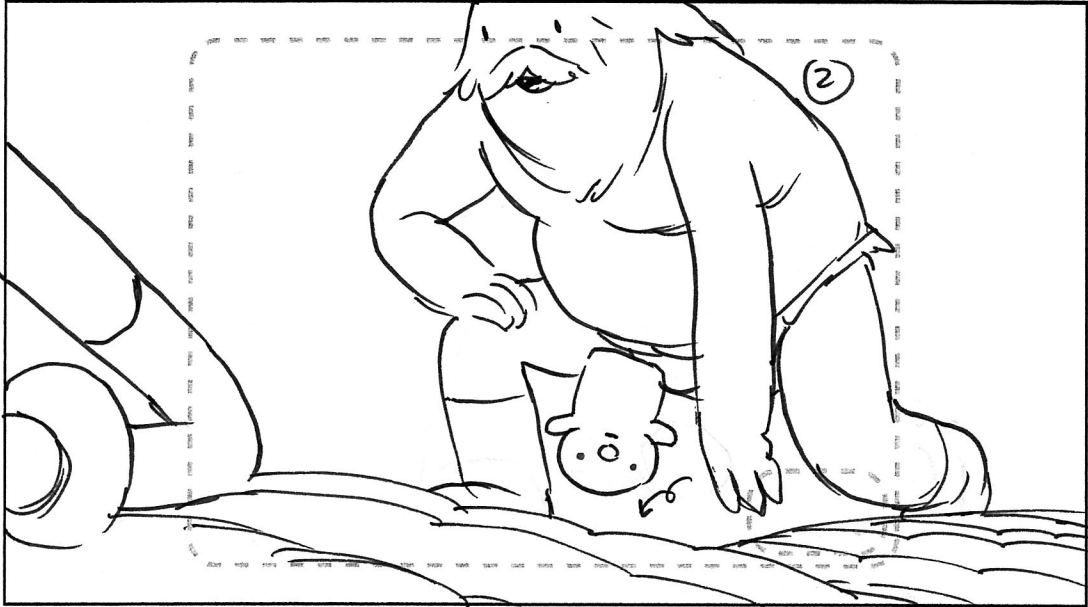
1025-183

# ADVENTURE TIME

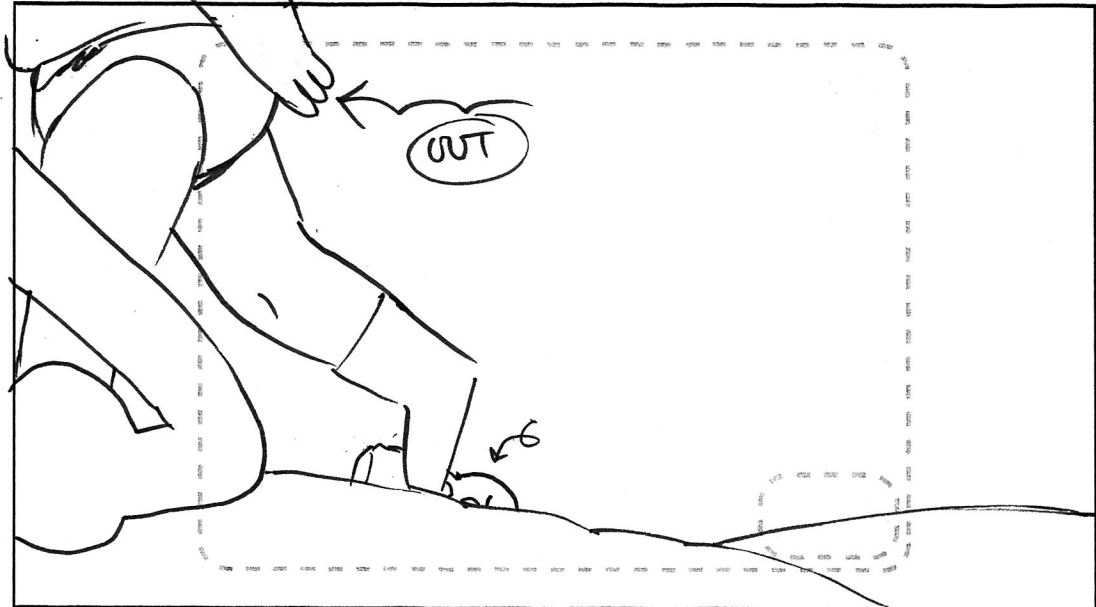


Page 99

Sc. 98 Pnl. A Bg. day night



Sc. 98 Pnl. B Bg. day night



Dialog:

DAD: c'mon, gimme a chance. I'll prove it.

Action:

Timing:



- Villager tumbles to ground as  
dad stands and walks offscreen.

EPISODE #

Production :

1025-183

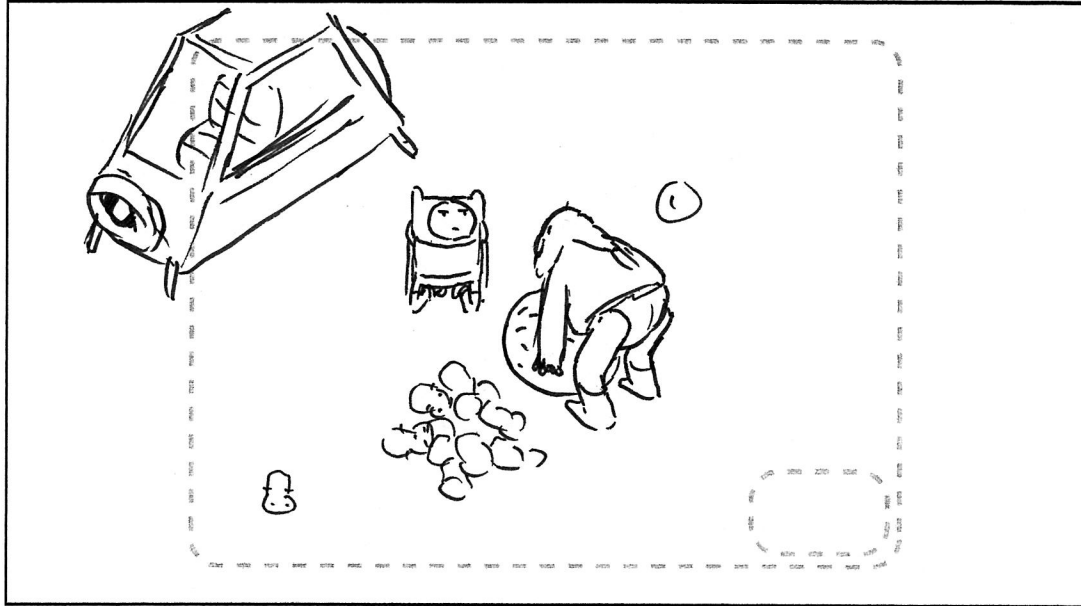
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# ADVENTURE TIME



Page 100

Sc. 99 Pnl. A Bg. day night



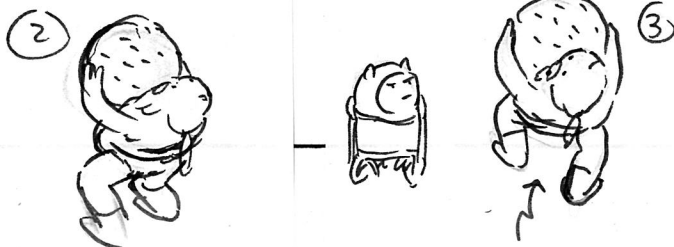
Sc. 100 Pnl. A Bg. day night



Dialog: (DAD): (2) \*oof\*

(DAD) They're gonna fetch me one last piece,  
and you & I can watch 'em do it.

Action:



-Dad lifts engine and carries it toward  
escape pod.

Timing:

EPISODE #

Production :

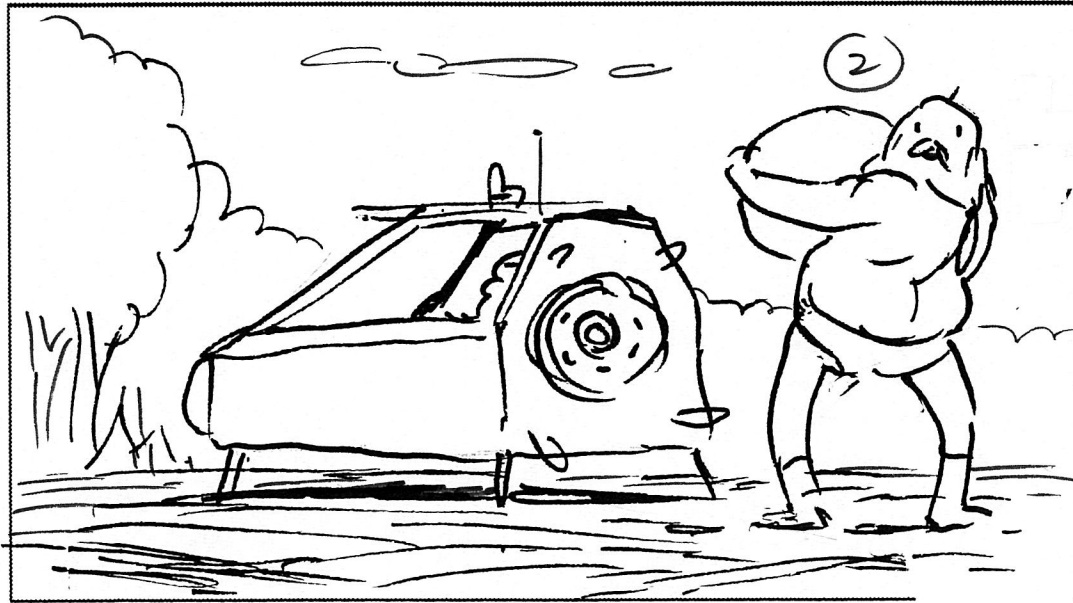
1025-183

# ADVENTURE TIME

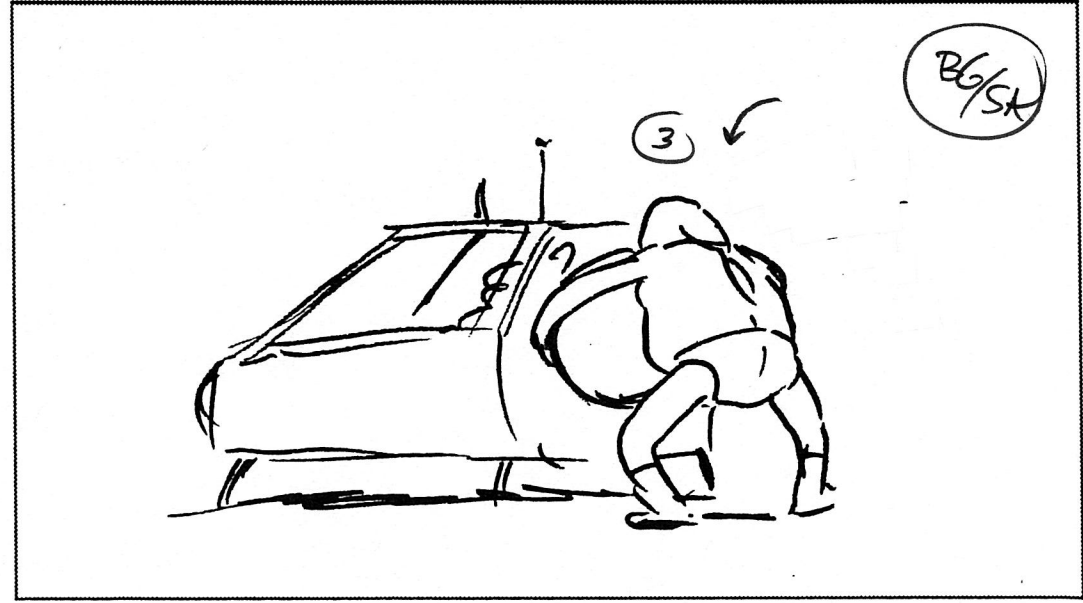


Page 101

Sc. 101 Pnl. A Bg. day night



Sc. 101 Pnl. B Bg. day night



Dialog:

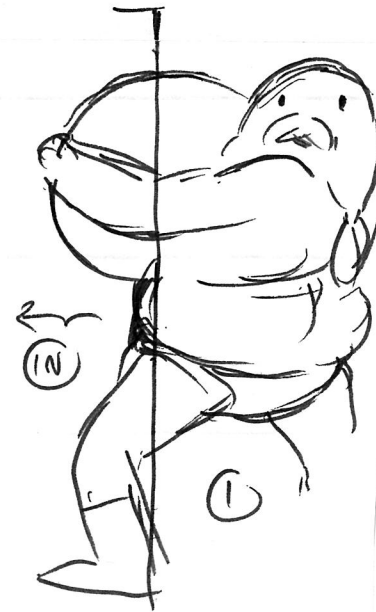
① then I'll  
be outta your  
hair by  
tomorrow morning

Action:

Timing:

DAD walks  
Bowlegged, toes out

SFX: SHUNK



- Dad Attaches engine  
to escape pod.

EPISODE #

Production :

1025-183

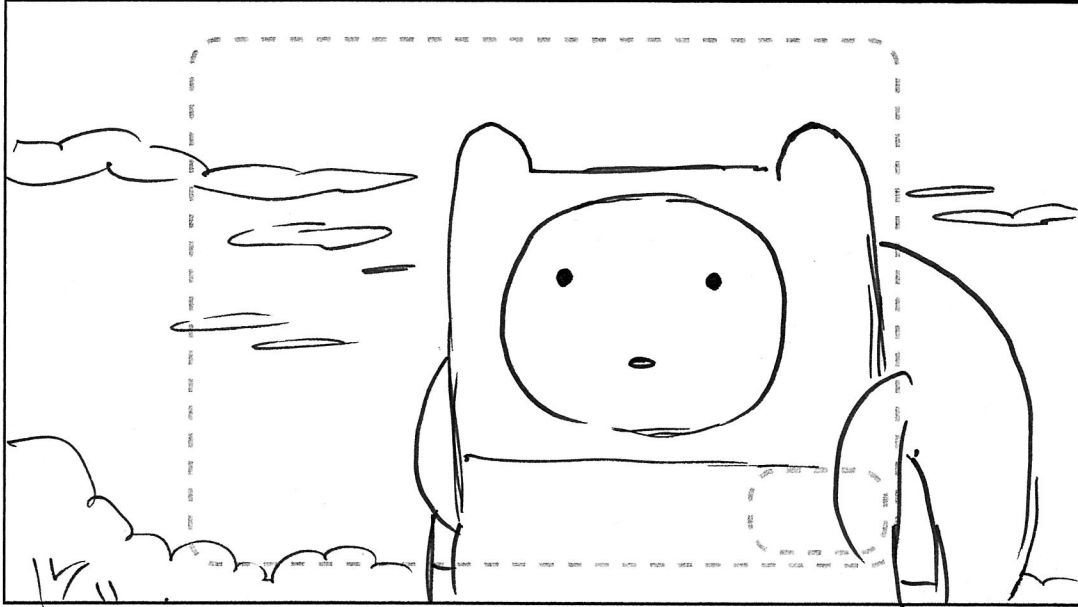


# ADVENTURE TIME

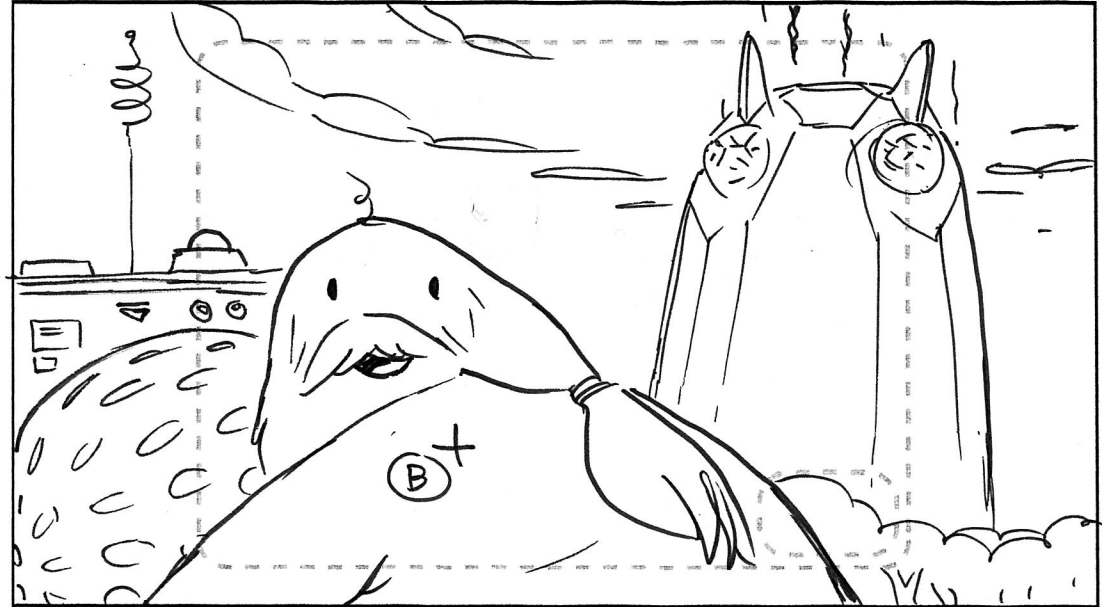


Page 102

Sc. 102 Pnl. A Bg. day night



Sc. 103 Pnl. A Bg. day night

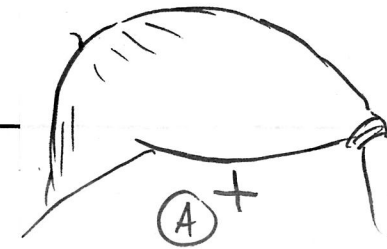


Dialog: SFX: \* ratchet noises \*  
(F) (quiet, almost to self) Oh... right.

(DAD) (A) (B) Yeah, don't worry -

Action:

Timing:



EPISODE #

Production :

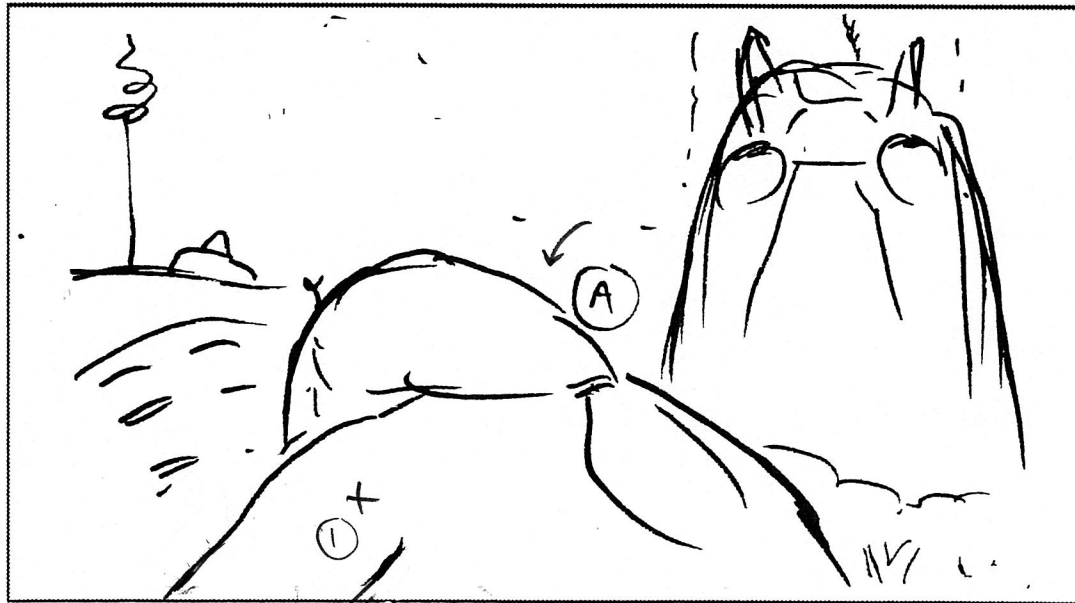
1025-183

# ADVENTURE TIME

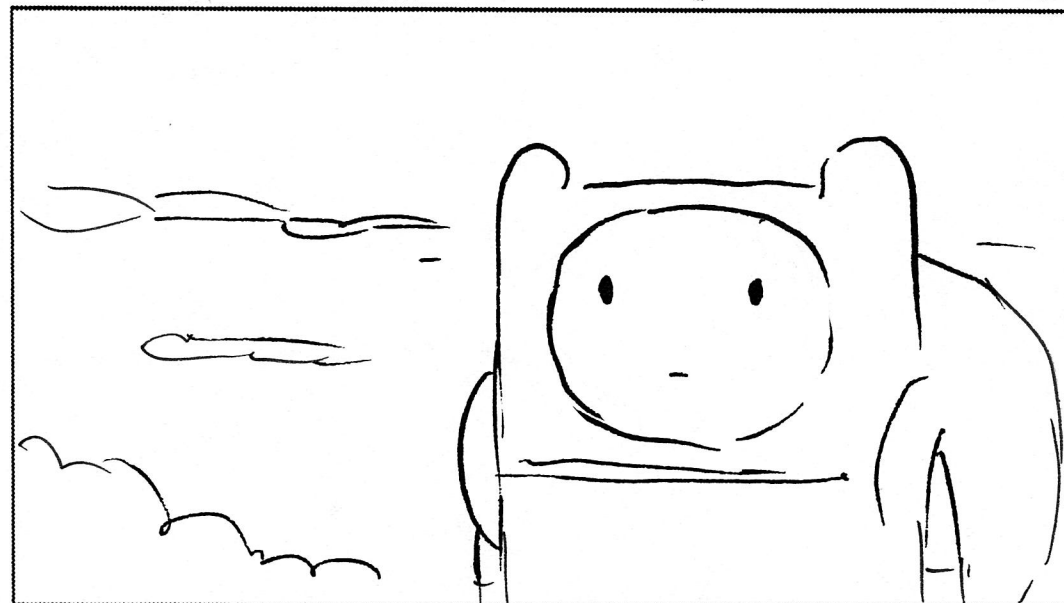


Page 103

Sc. 103 Pnl. B Bg. day night



Sc. 104 Pnl. A Bg. day night



Dialog:

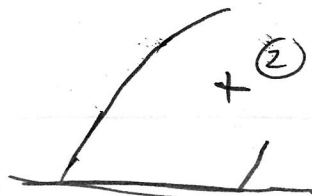
(D:) I know I'm crampin'  
(A) your style down  
here, (SFX:) tool noises

Action:

Timing:

Dad's arms move  
tool (1) (2) (1) (2) etc.

(D) (OS) → amirite?  
eh?



EPISODE #

Production :

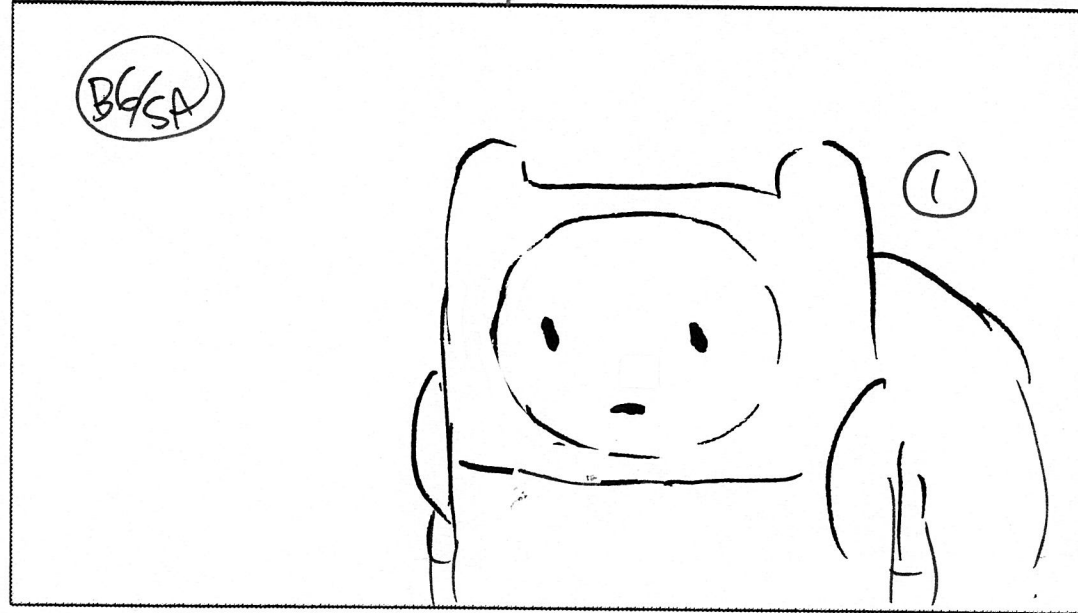
1025-183

# ADVENTURE TIME

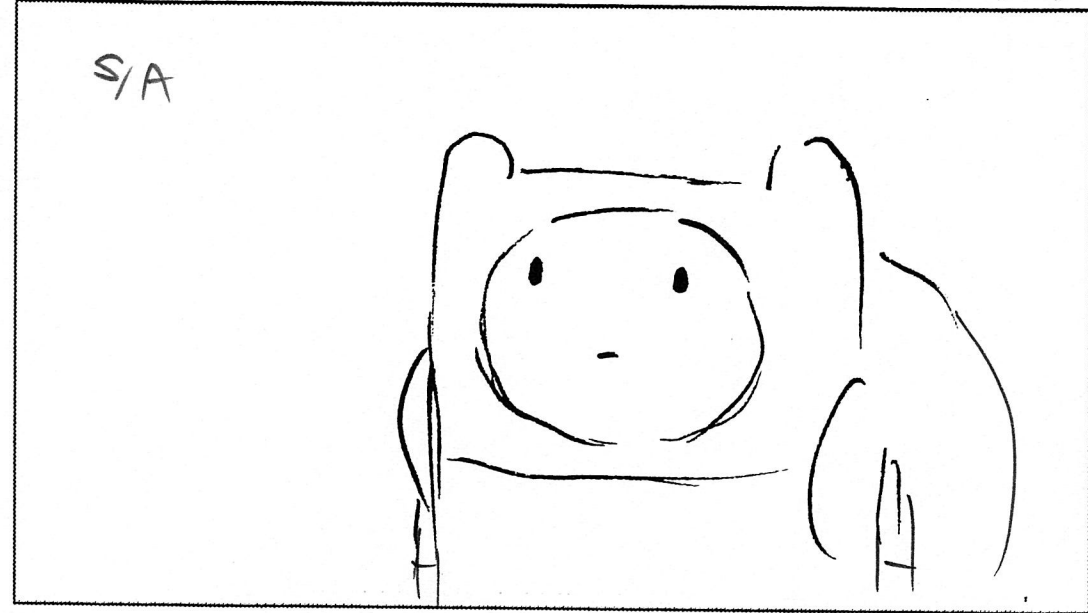


Page 104

Sc. 104 Pnl. B Bg. day night



Sc. 104 Pnl. C Bg. day night

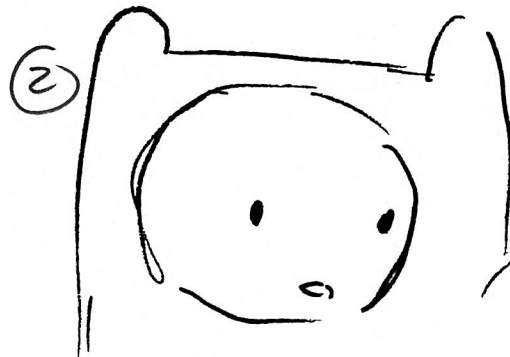


Dialog:

(F) <sup>①</sup>uh.. yeah.. <sup>②</sup>yeah  
I gue -

Action:

Timing:



( POSITIVE )

(D) sure I am!  
(65)

EPISODE #

Production :

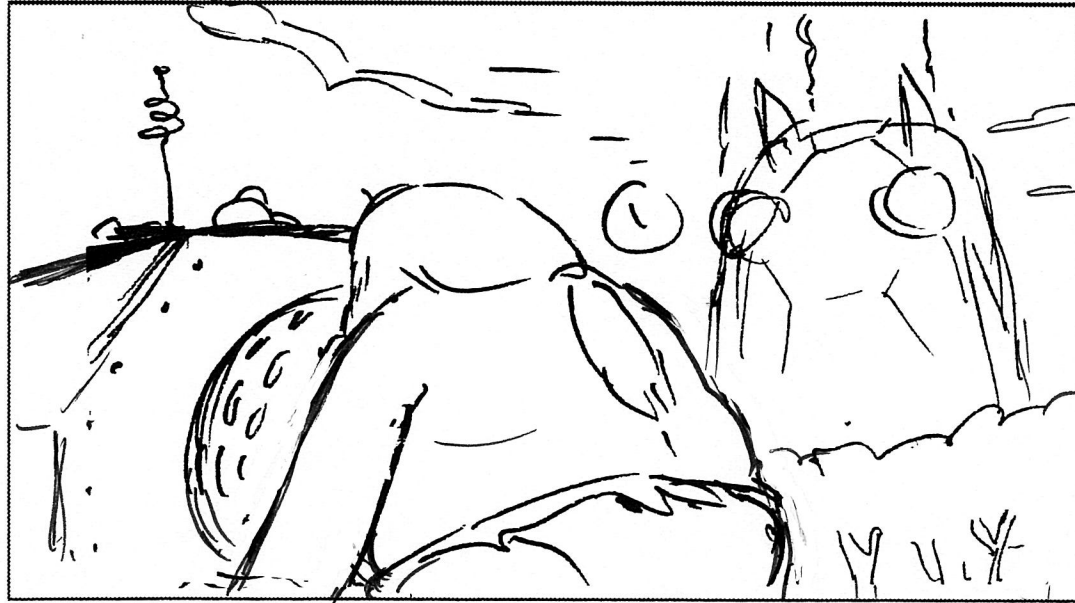
1025-183

# ADVENTURE TIME



Page 105

Sc. 105 Pnl. A Bg. day night



Sc. 105 Pnl. B Bg. day night



Dialog:

Action:

Timing:

(D:) Now lets go  
fetch that  
piece!

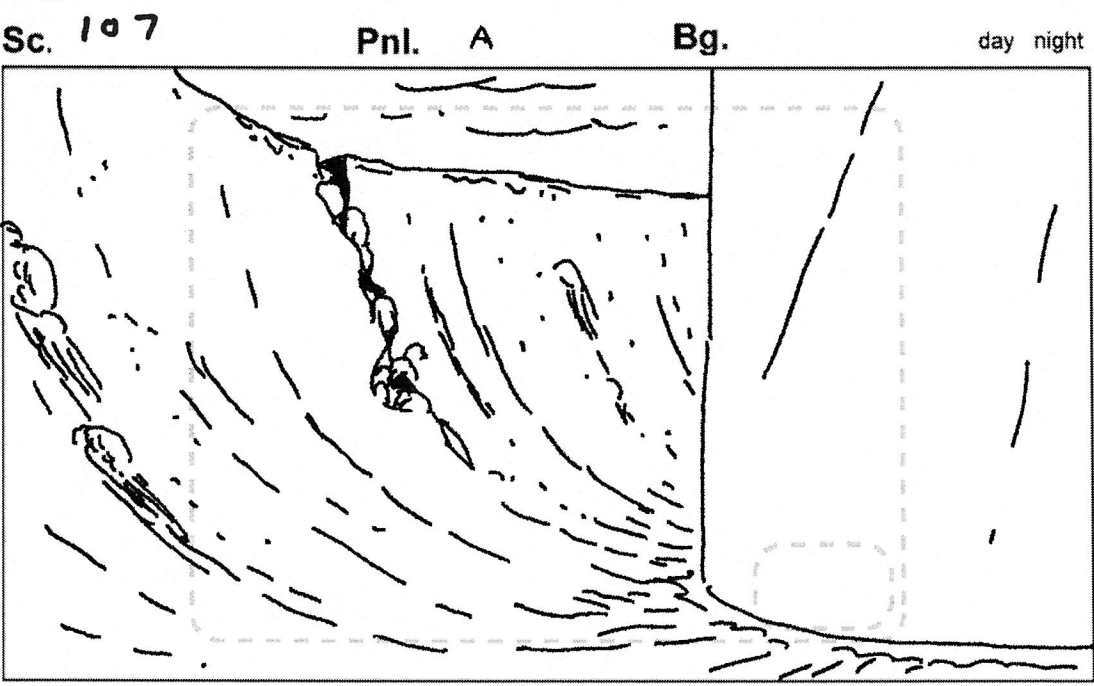
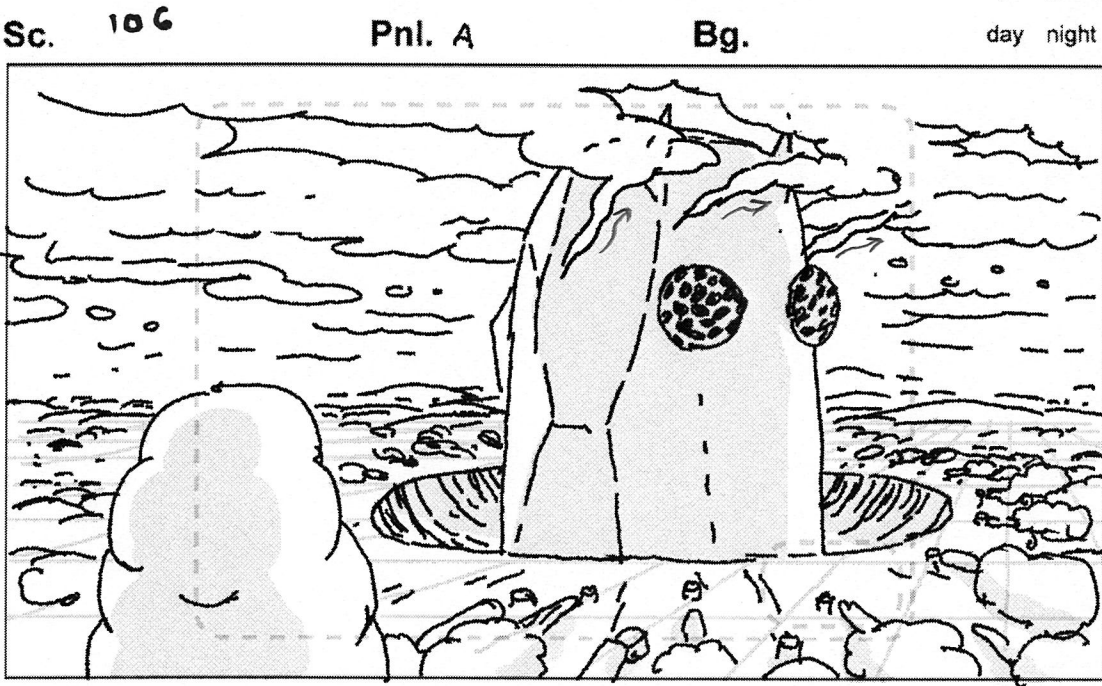
EPISODE #

Production :

1025-183

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ADVENTURE TIME



Dialog:
Action: <ul style="list-style-type: none"><li>- HAZY MAYBE? LIKE L.A. HAZE?</li><li>- SMOKE COMING OFF OF THE SHIP IN A COUPLE OF PLACES</li></ul>
Timing:

B.G. REF.

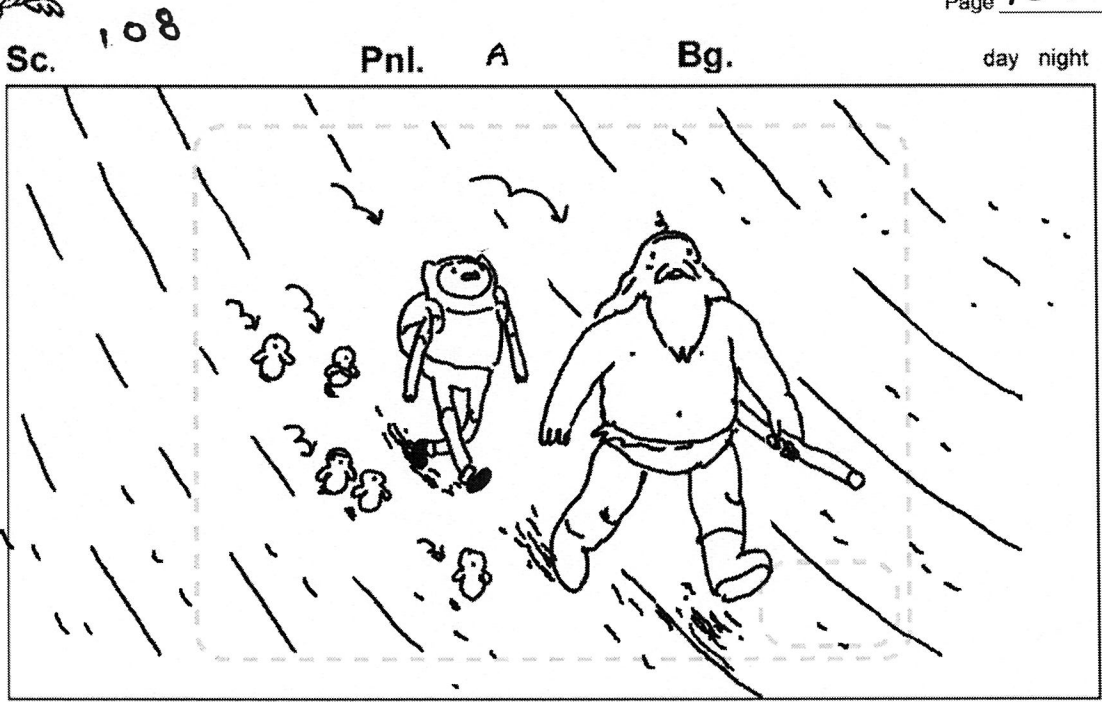
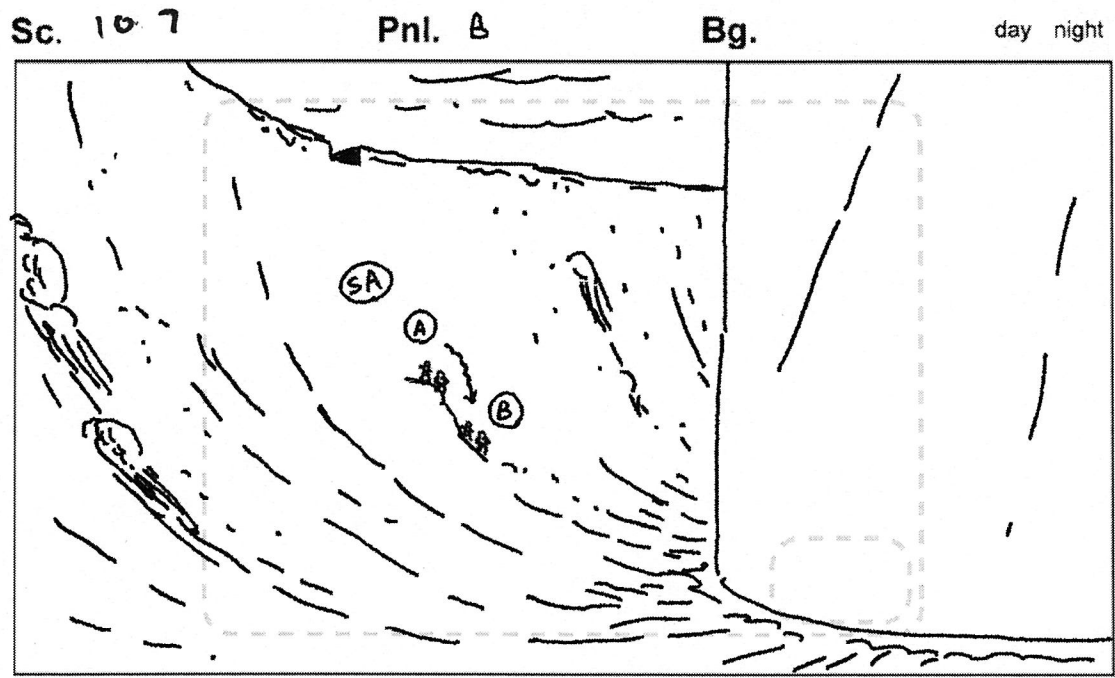
Production :

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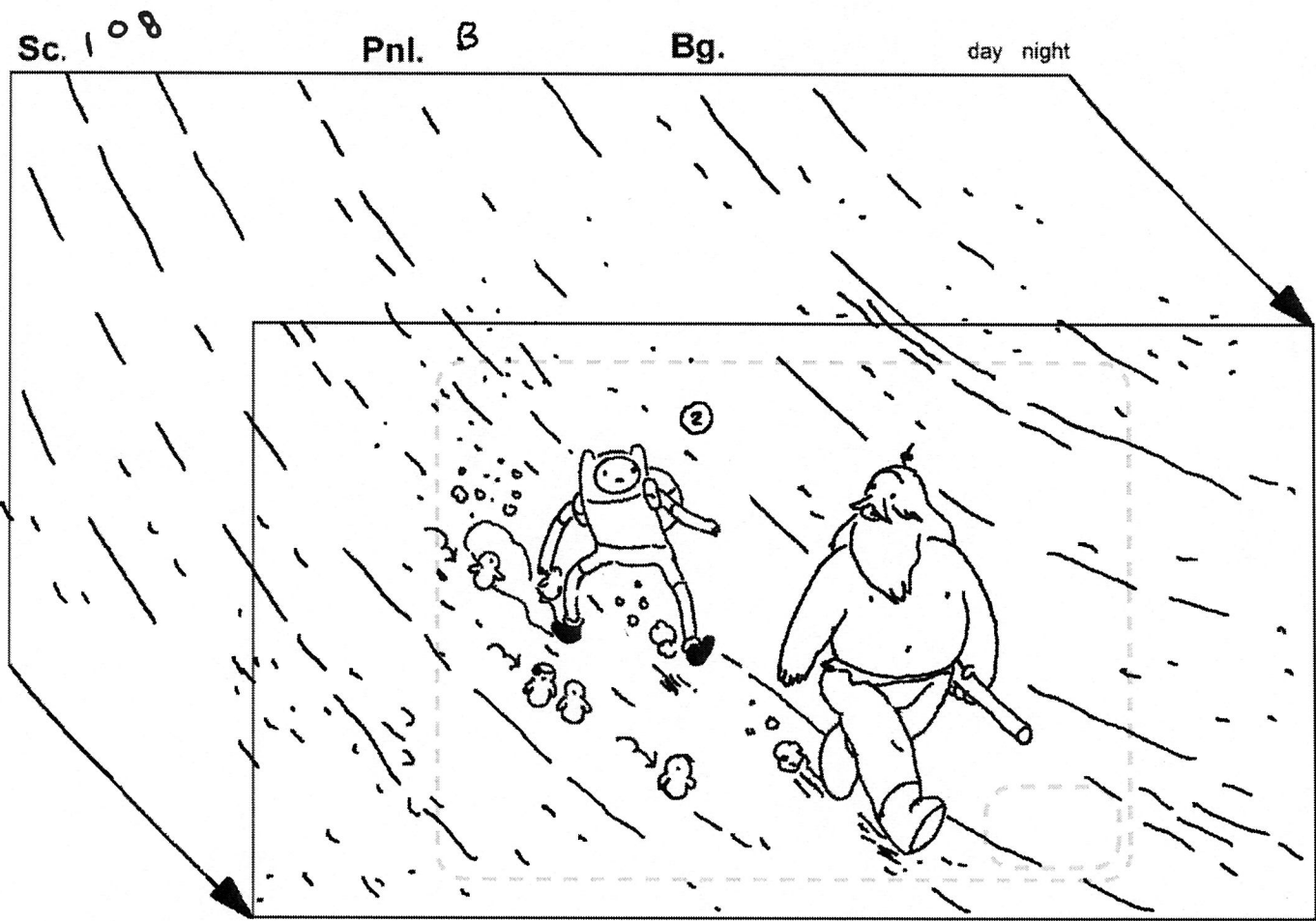
ADVENTURE TIME



Dialog:	IT'S REALLY WARM DOWN HERE.
Action:	F+M DESCENDING THE CAATER.
Timing:	



# ADVENTURE TIME



(M) WELL YEAH SON,



FINN STUMBLES.

(F) (CHECKING HIMSELF)

Production :

EPISODE #

1025-183



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ADVENTURE TIME

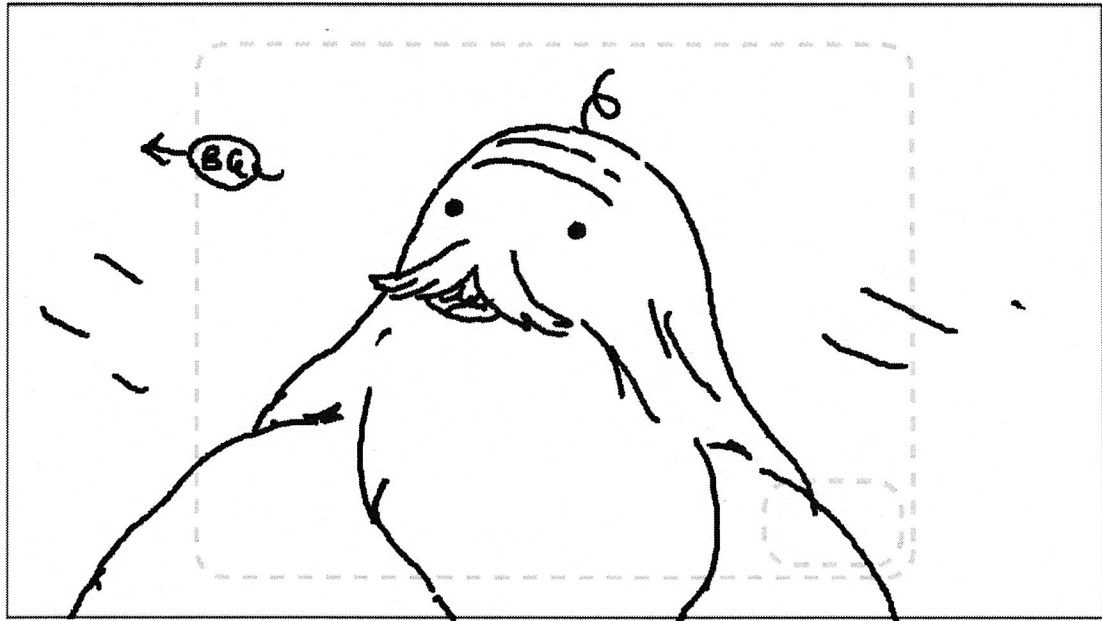


Sc. 109

Pnl. A

Bg.

day night



Sc. 109

Pnl. B

Bg.

day night



Dialog:

Ⓜ THAT'S JUST THE SHIP COOKIN'. Ⓜ(CONT.) IT COOKS!  
ONE THING ABOUT THIS SHIP,

Action:

Timing:

EPISODE #

Production :

1025-183

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# ADVENTURE TIME



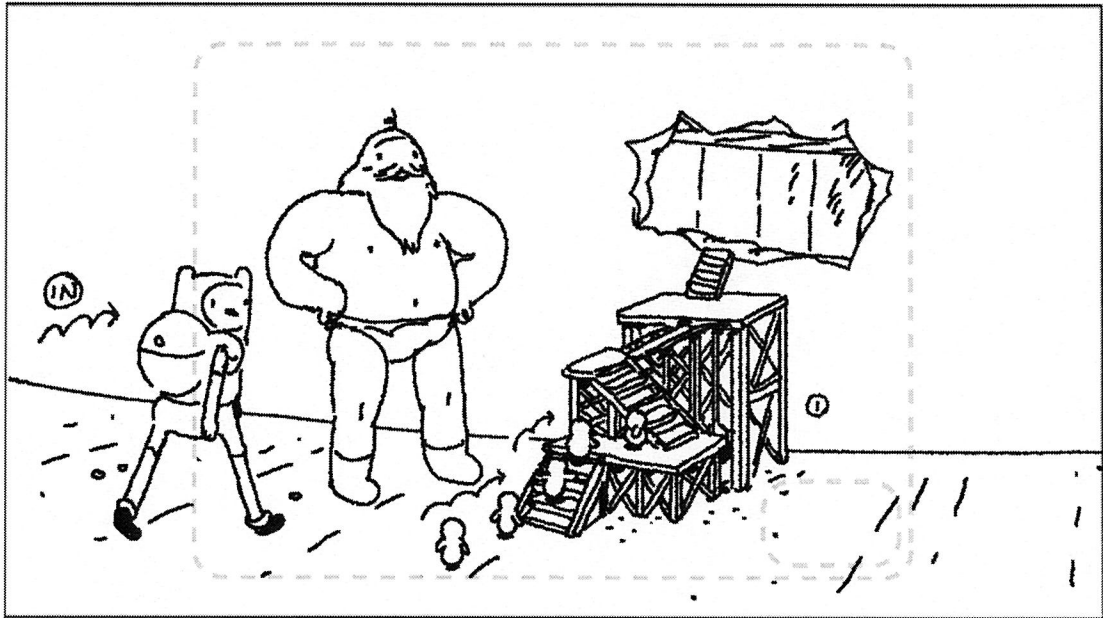
Page 110

Sc. 110

Pnl. A

Bg.

day night

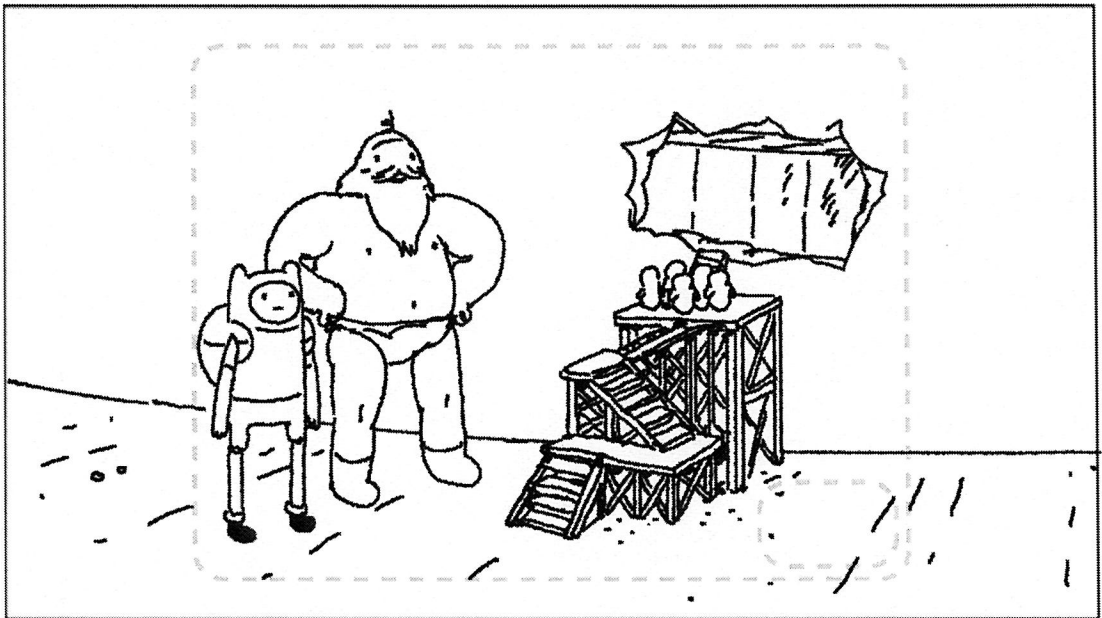


Sc. 110

Pnl. B

Bg.

day night



Dialog:

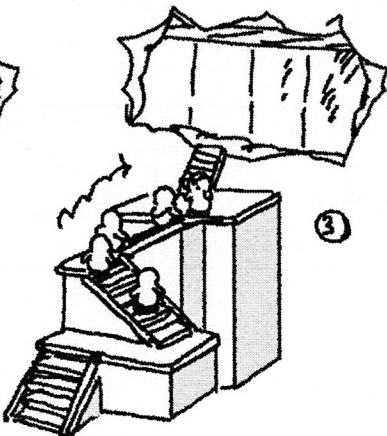
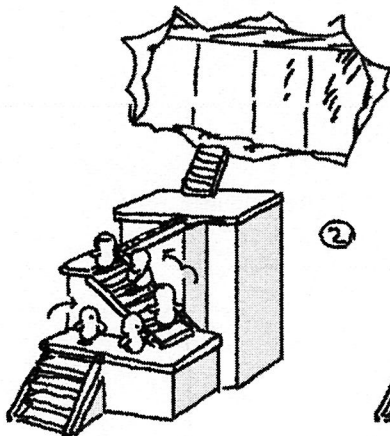
F SHOULD IT BE COOKING?

M

NAH BUT THAT'S  
JUST REAL LIFE.

Action:

Timing:

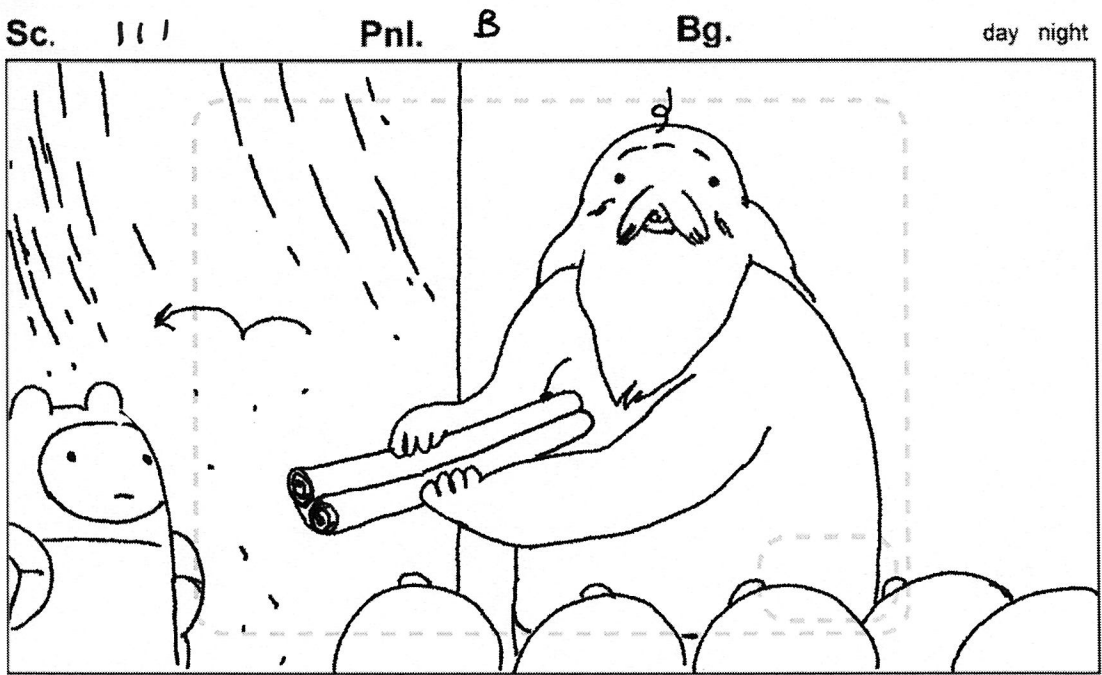
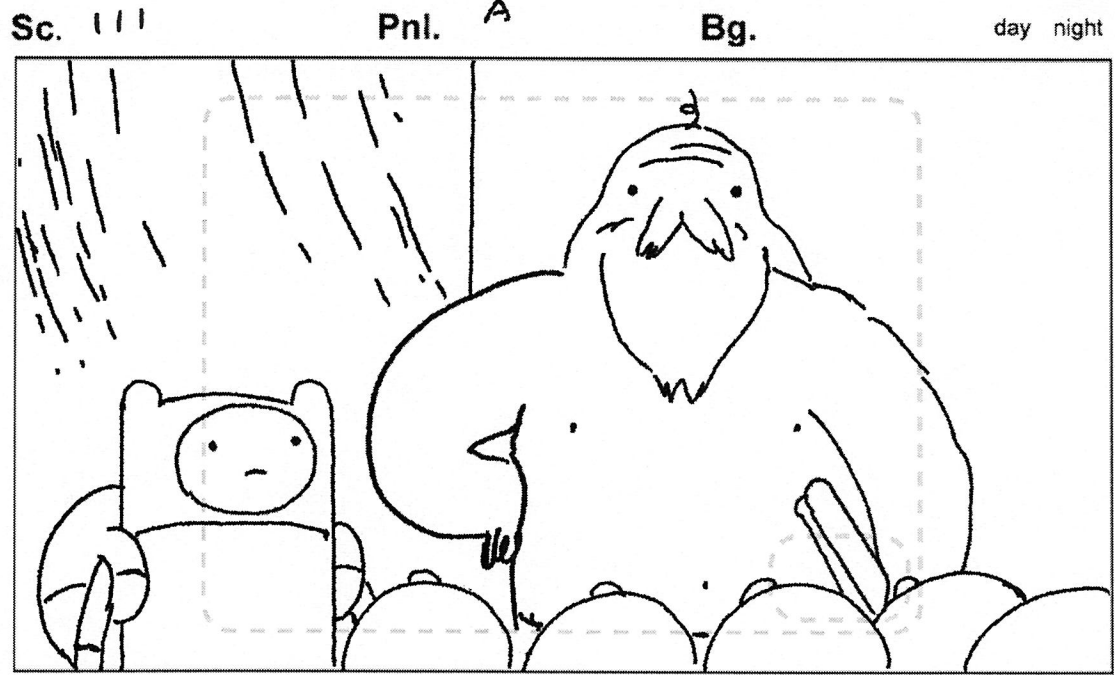


EPISODE #

1025-183

Production :

ADVENTURE TIME

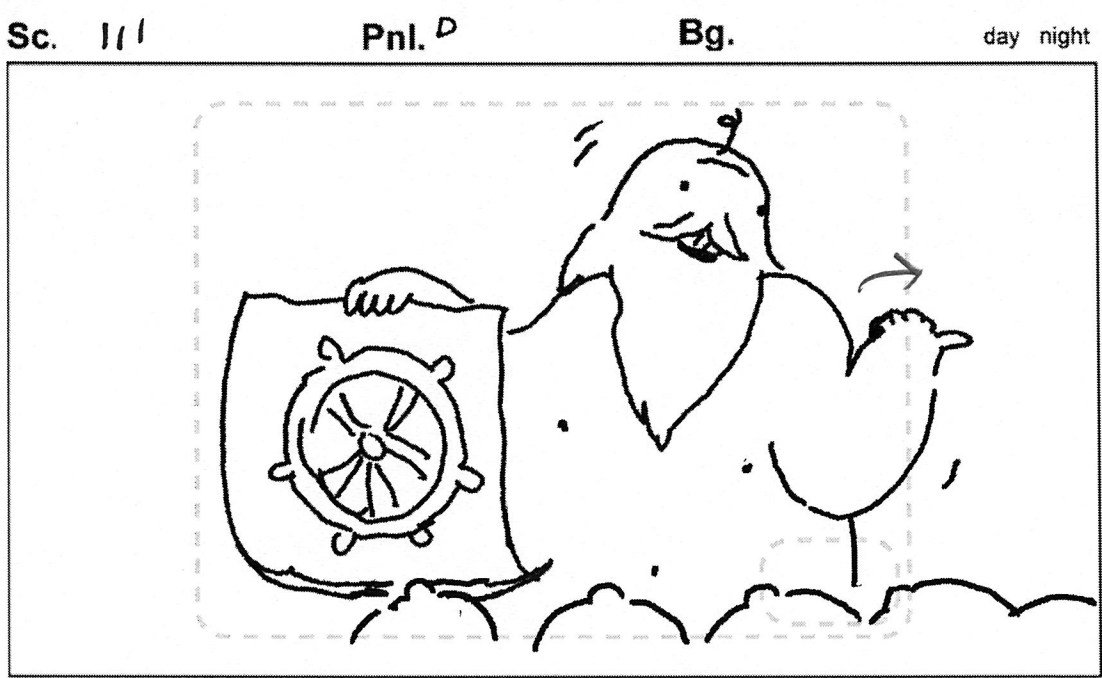
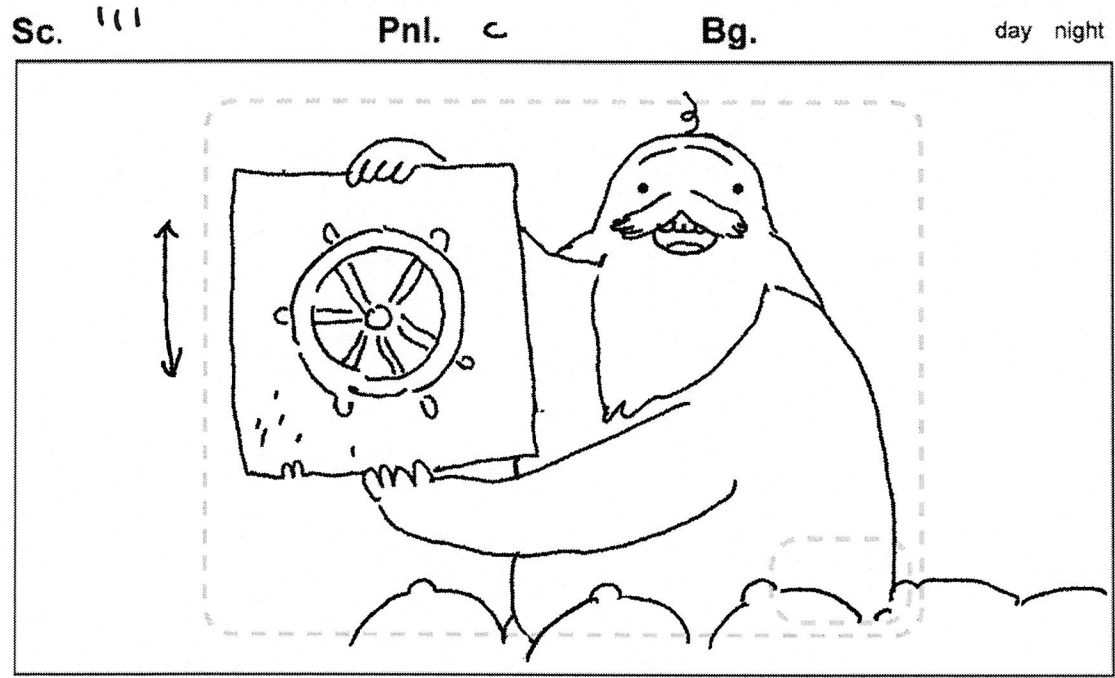


Dialog:	(M) OKAY, BABIES! I NEED - (AUT) OKAY, DUDES! I NEED -
Action:	S. P.
Timing:	

1025-183  
EPISODE #  
Production :

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ADVENTURE TIME



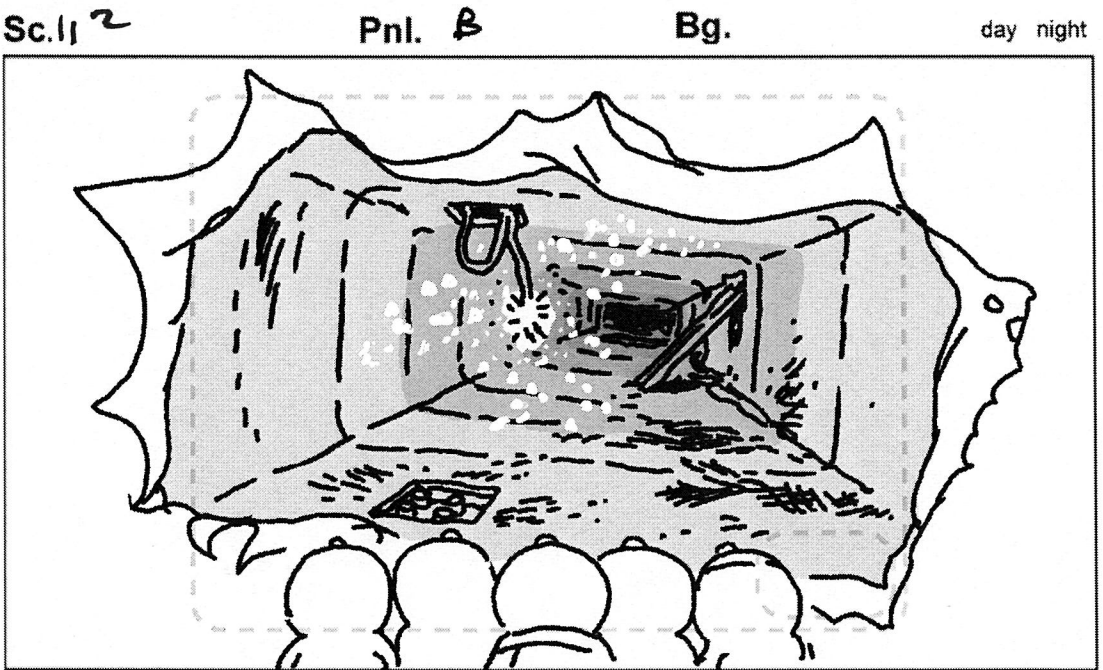
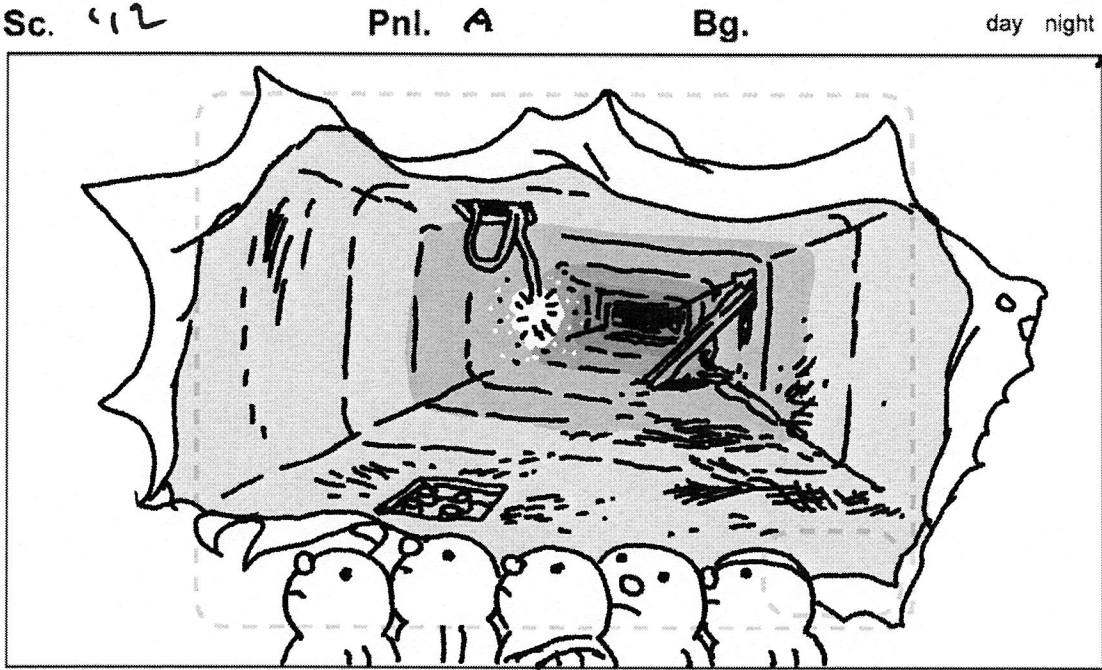
Dialog: (M) (cont) THIS PIECE. IT'S A  
STEERING WHEEL. IT'S IN  
THE STEERING ROOM. (M) SO IN YA GO!

Action: JUST A DRAWING

Timing:

EPISODE # 1025-183  
Production :

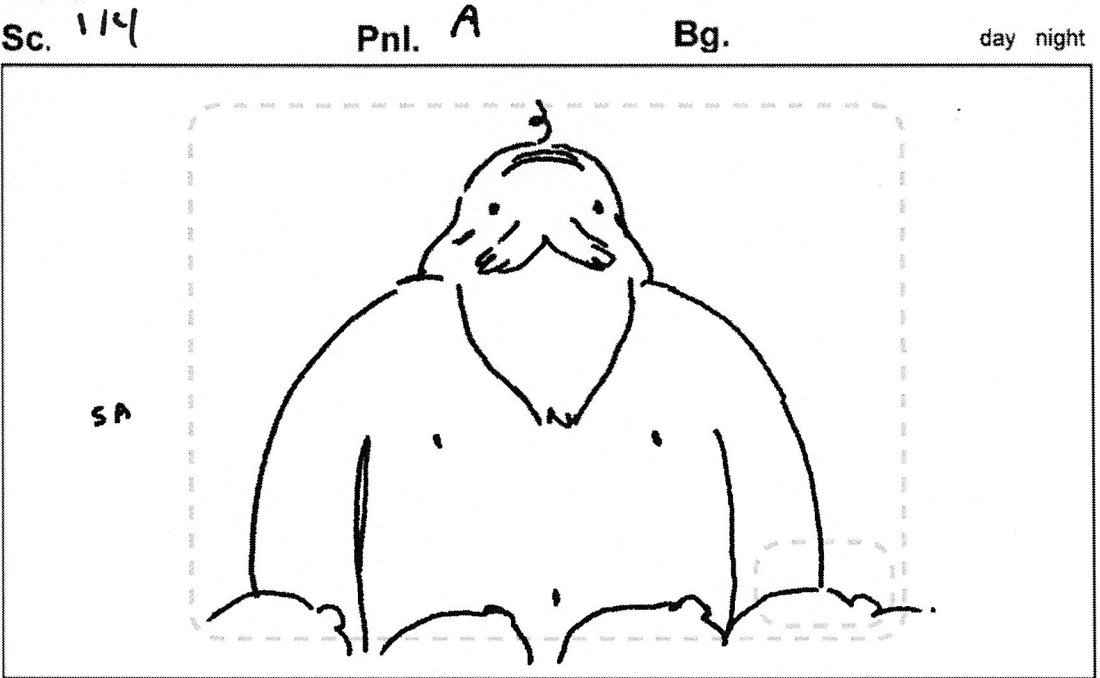
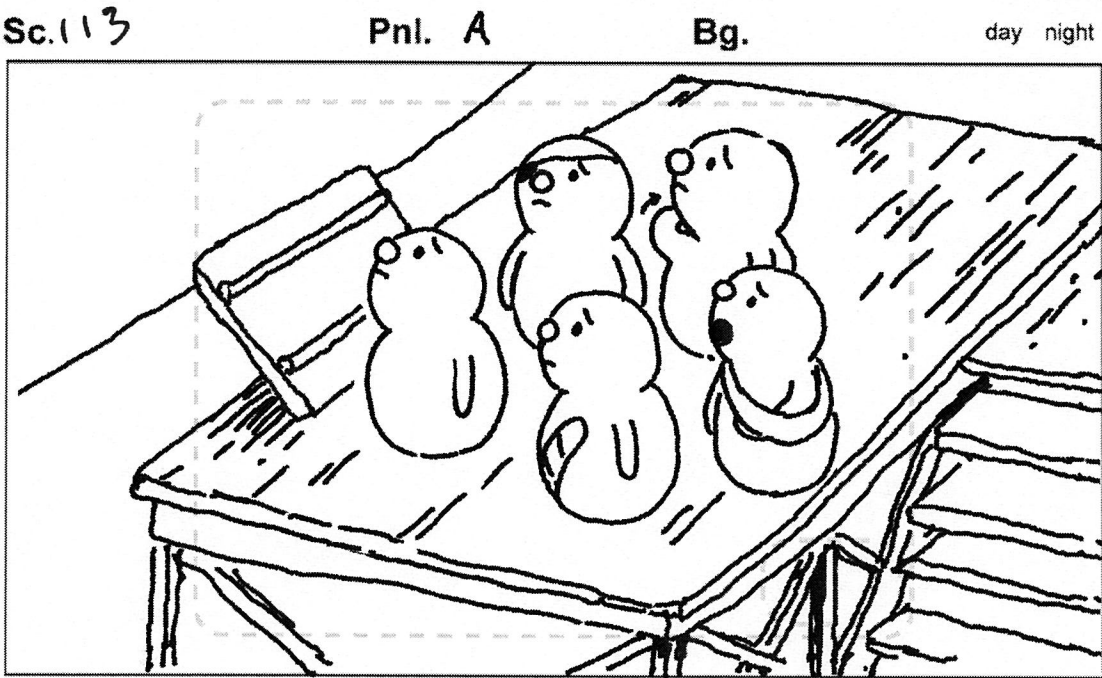
ADVENTURE TIME



Dialog:	SFX: * ZZZT *
Action:	SPARKS FLYING, WIRES WHIPPIN'. ↗ -DUDES TURN
Timing:	



ADVENTURE TIME



Dialog:
<div>SLING DUDE</div> <div>HEAVY EXHALE</div>
Action:
S.P.
Timing:

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# ADVENTURE TIME



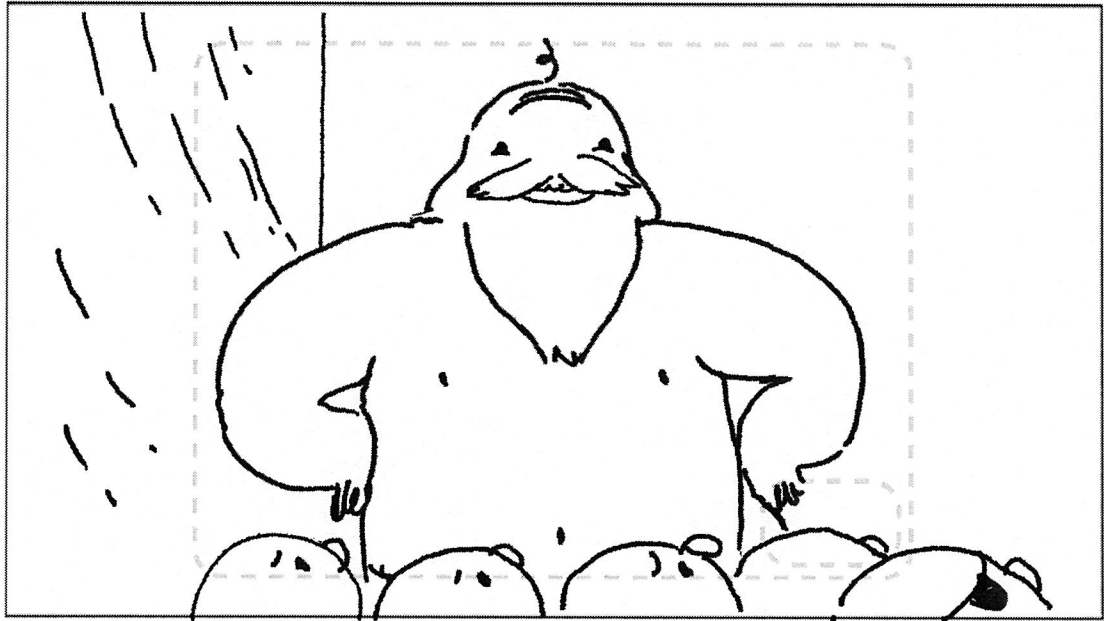
Page 115

Sc. 114

Pnl. B

Bg.

day night

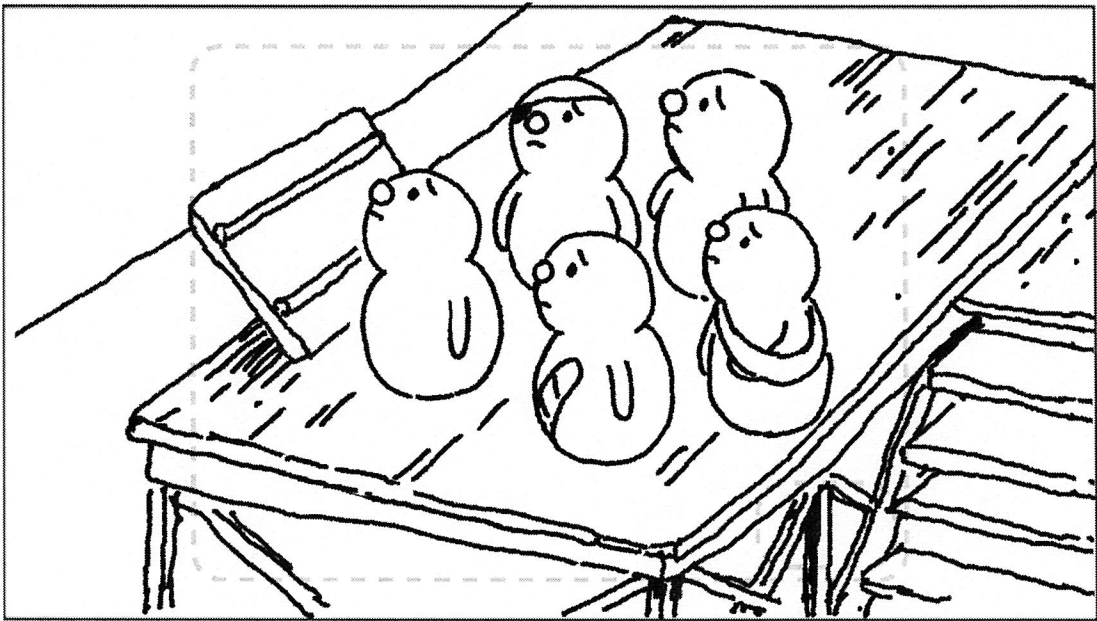


Sc. 115

Pnl. A

Bg.

day night



Dialog:

M COM'ON NOW,  
LAST ONE IN BREAKS  
TREE SPIRIT'S HEART!

Action:

Timing:

1025-183

EPISODE #

Production :



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ADVENTURE TIME



Sc. 115 Pnl. B Bg. day night

Sc. 115 Pnl. C Bg. day night

Dialog:	Ⓢ WAIT, WAIT, WAIT!	
Action:	- DUDES START TO HOP OFF,	- F. RUSHES ON/5 WAVING ARMS - DUDES STOP.
Timing:		

EPISODE # 1025-183  
Production :

# ADVENTURE TIME



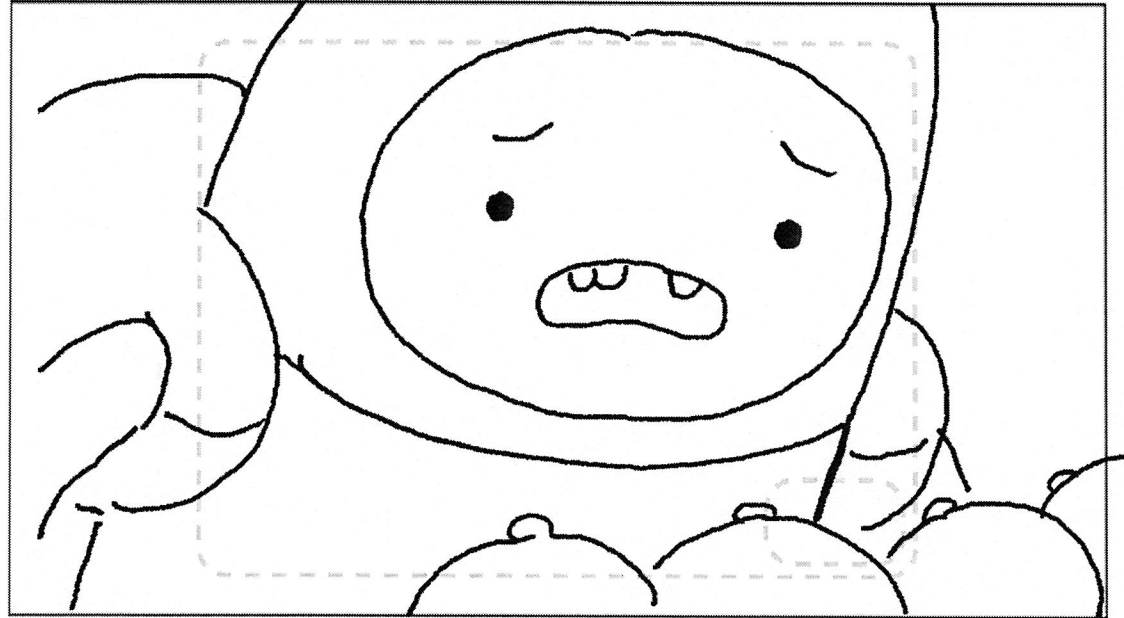
Page 117

116  
Sc. 116

Pnl. A

Bg.

day night

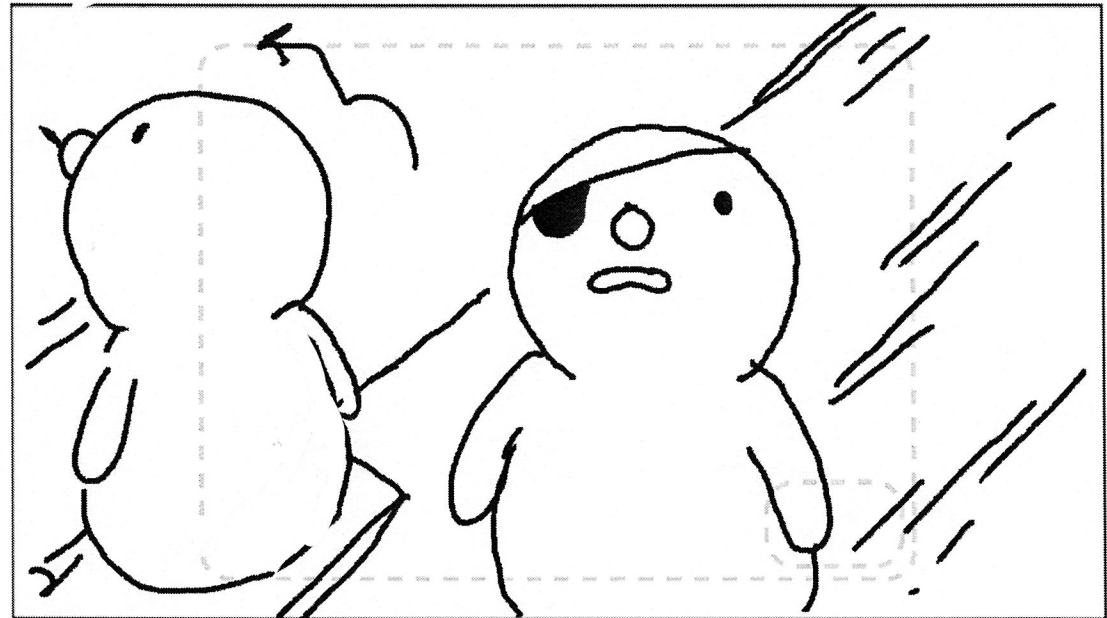


117  
Sc. 117

Pnl. A

Bg.

day night



Dialog:

(F) YOU GUYS, IT LOOKS DANGEROUS.  
YOU DON'T HAVE TO GO IN THERE  
IF YOU DON'T WANT TO.

PATCH  
DUDE :

≡ SIGH ≡ NAH, I THINK  
WE WANT TO...

Action:

Timing:

EPISODE #

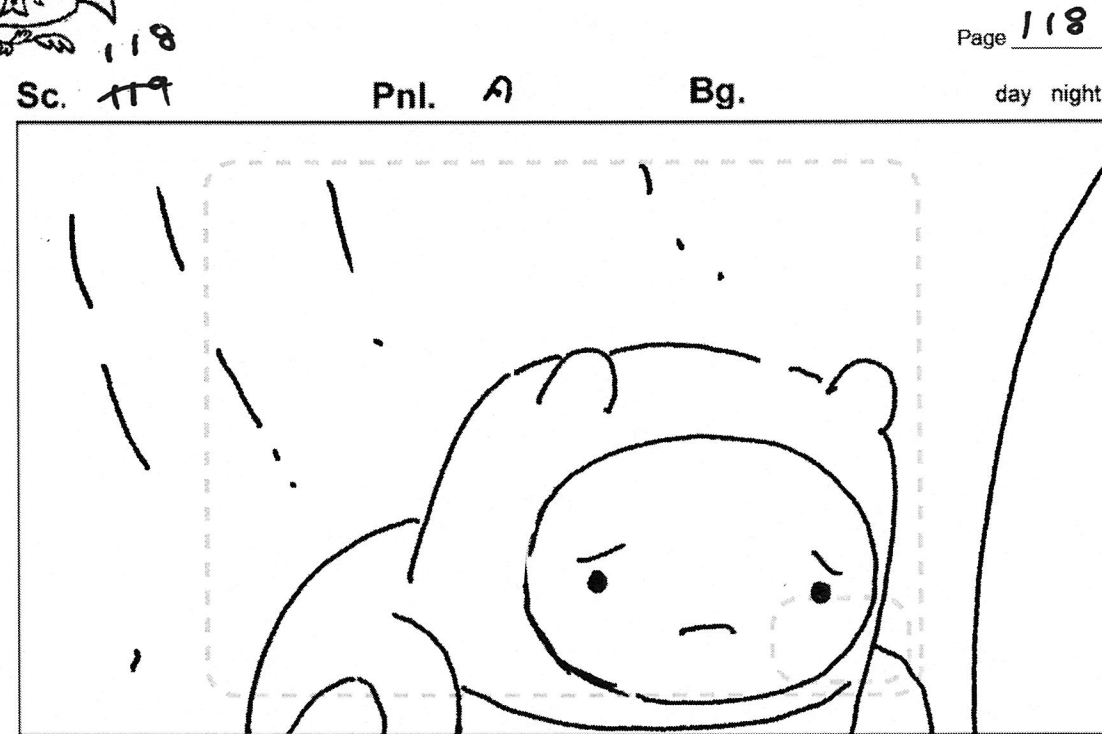
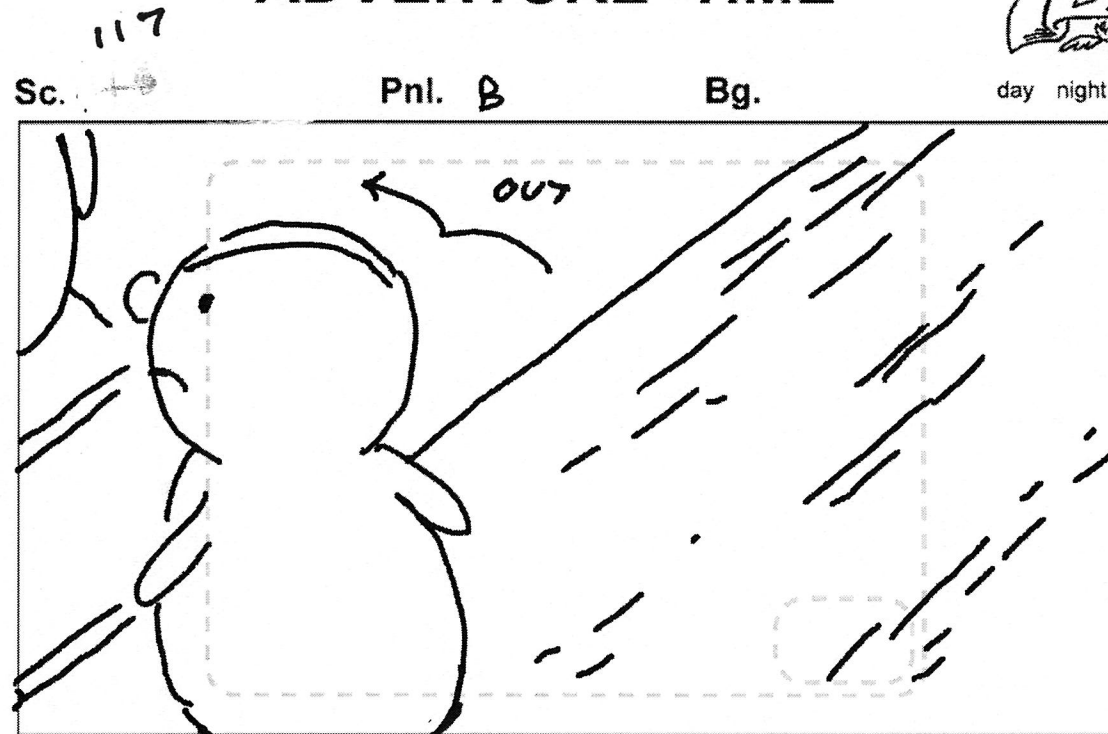
1025-183

Production :

# ADVENTURE TIME



Page 118



Dialog:

Action:

- DUDES HOP OFF/S.

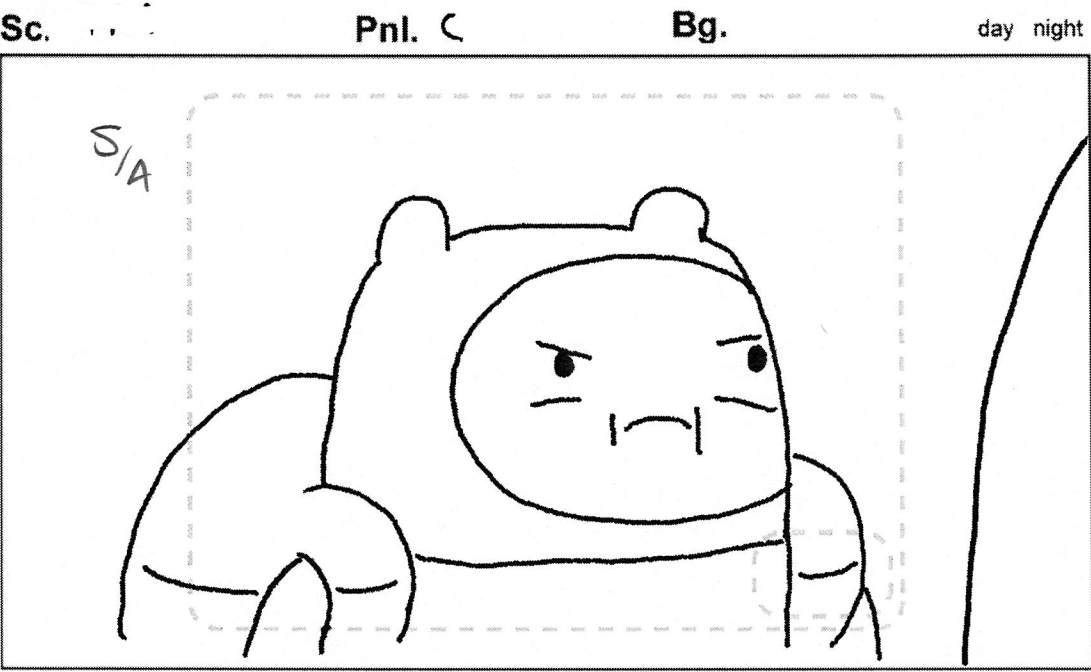
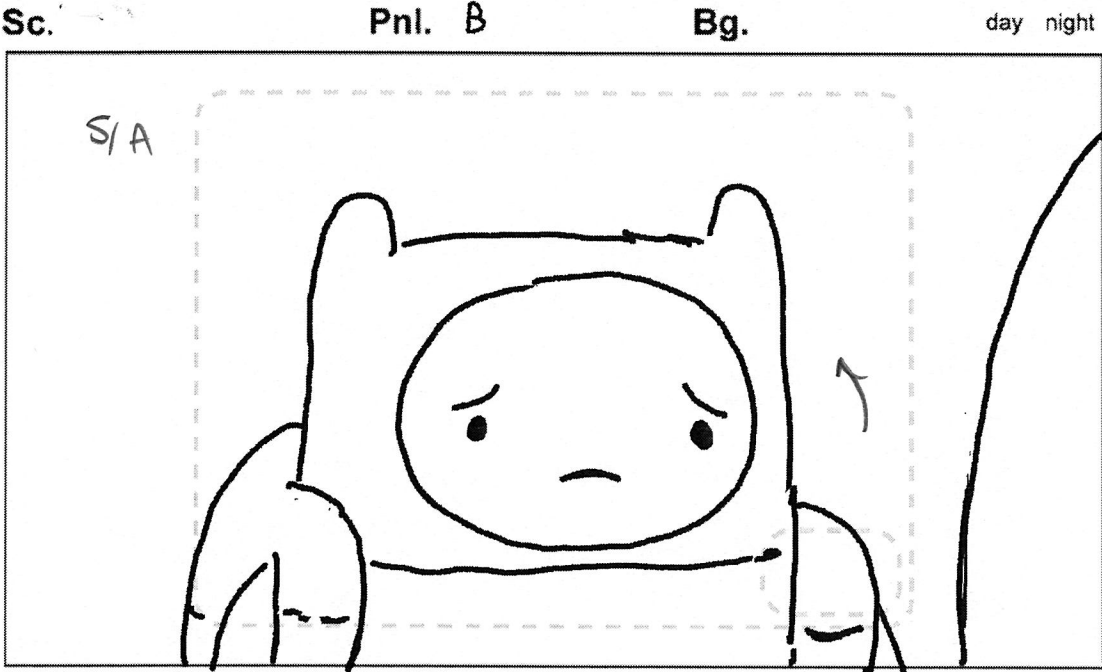
START POSE.

Timing:

EPISODE # 1025-183

Production :

ADVENTURE TIME



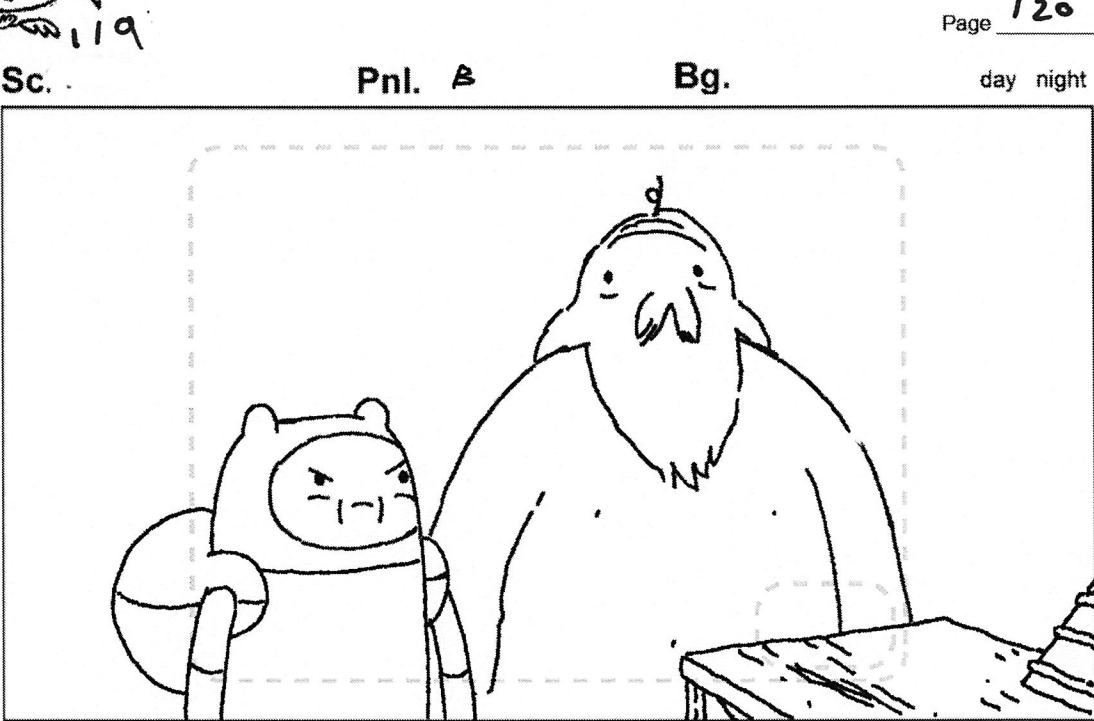
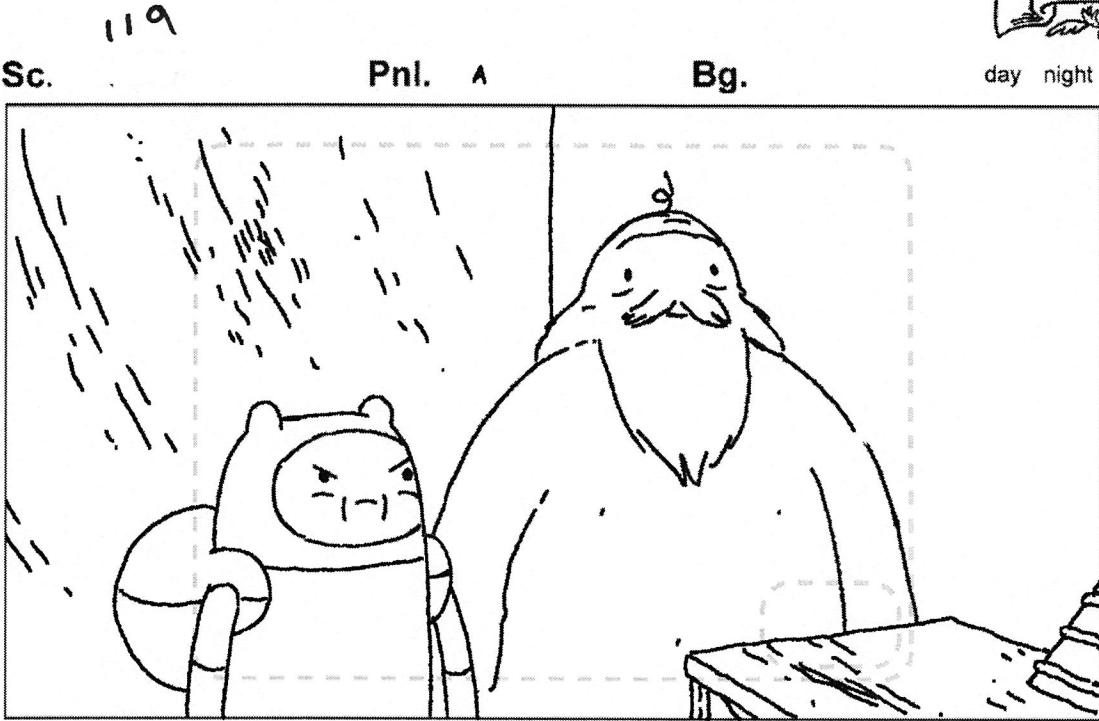
Dialog:
Action: -F. MAKES A SOUR FACE.
Timing:

EPISODE # 1025-183

Production :

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ADVENTURE TIME



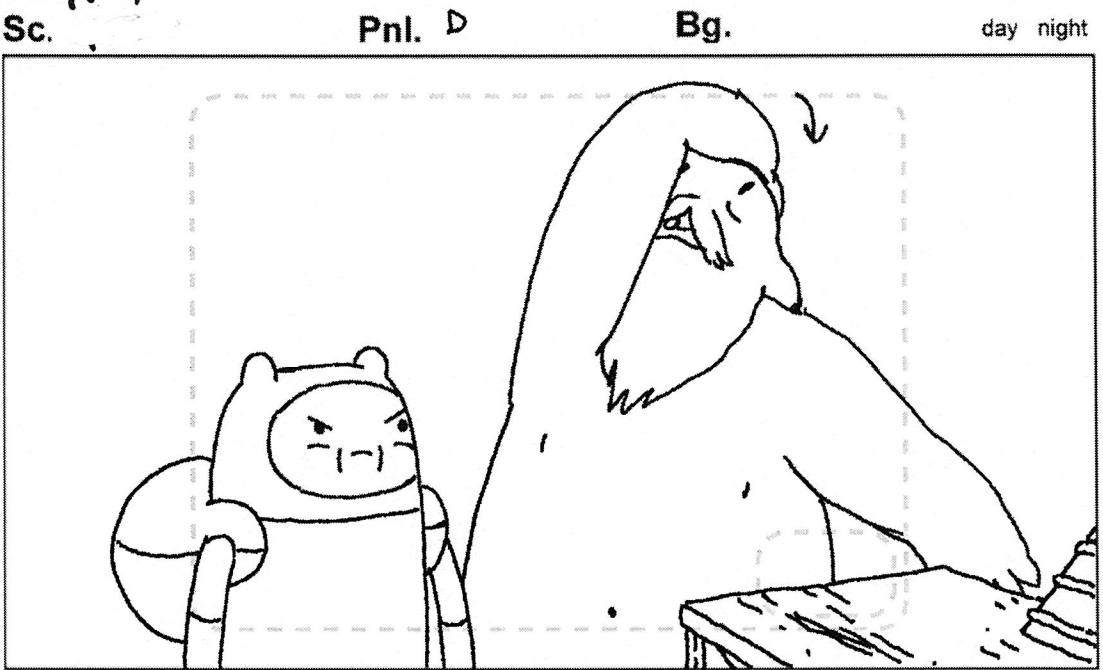
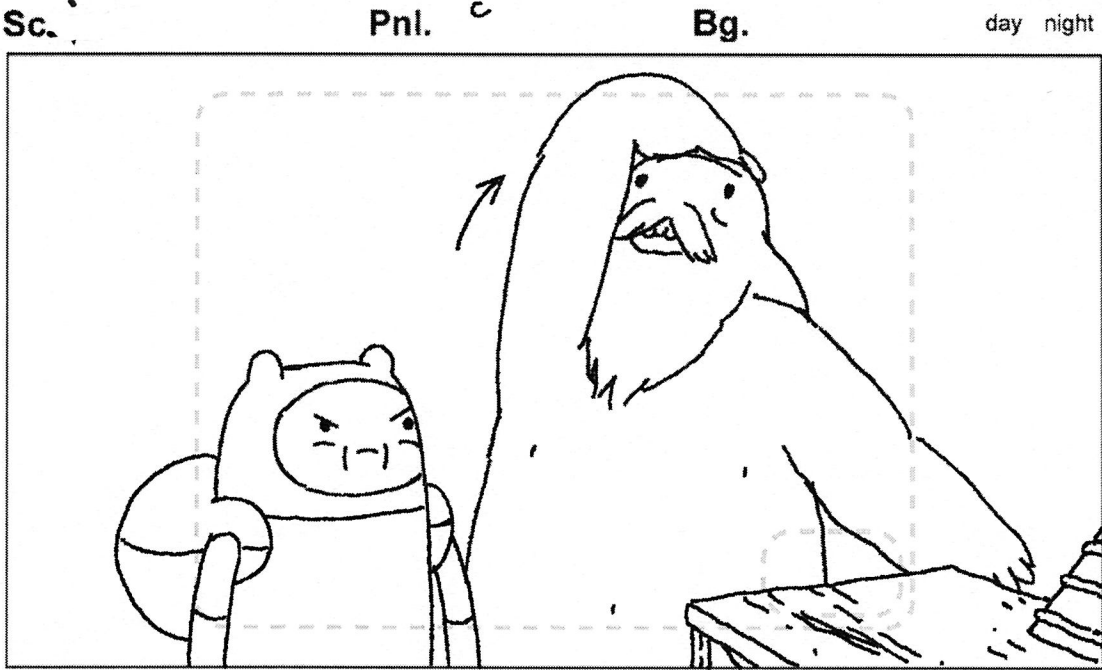
Dialog:	
Action:	- M. LOOKS AT FINN.
Timing:	

1025-183

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(M) O.K. I KNOW, I KNOW...
Action:	-M. SMOOTHES BACK HAIR
Timing:	

1025-185  
EPISODE #  
Production :

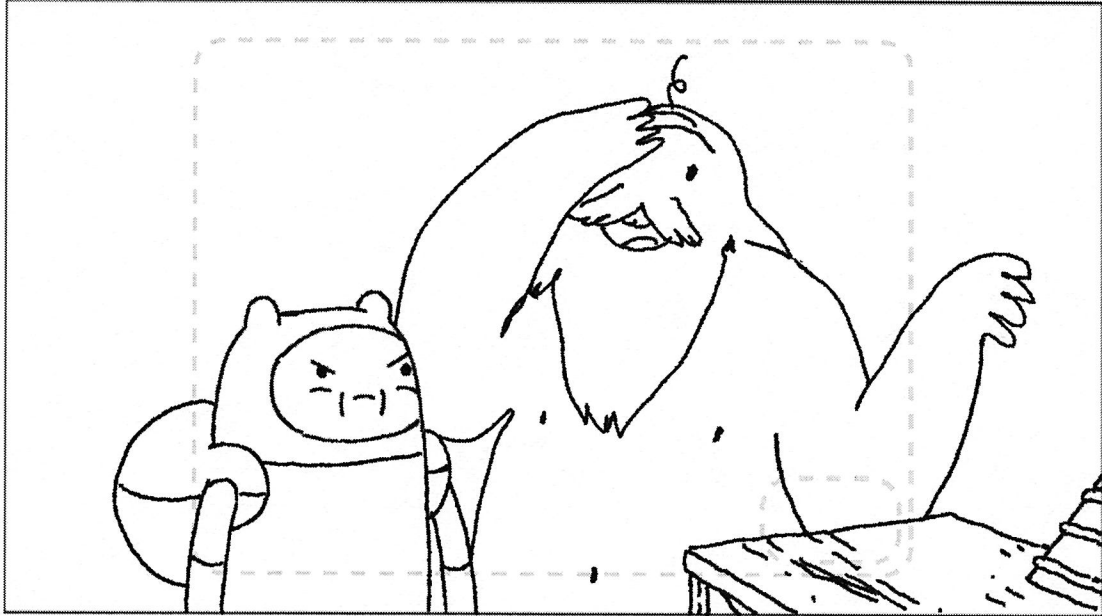


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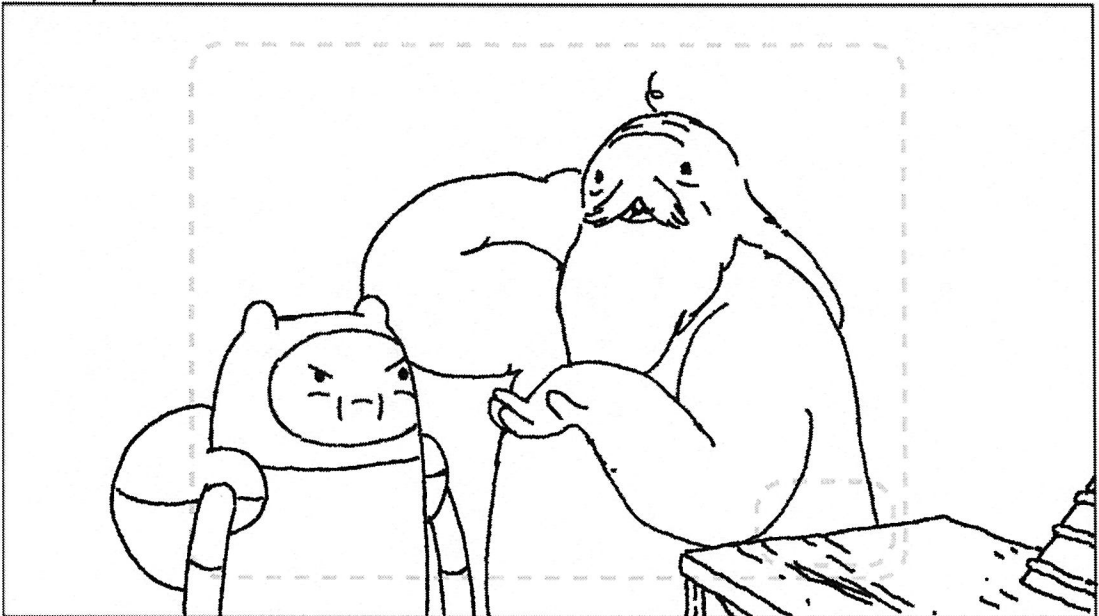
ADVENTURE TIME



Sc. 119 Pnl. E Bg. day night



Sc. 119 Pnl. F Bg. day night



Dialog:	(M) LISTEN, THAT'S THE LAST PIECE OF THE POD, RIGHT? WELL...
Action:	
Timing:	

EPISODE # 1025-183  
Production :



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# ADVENTURE TIME



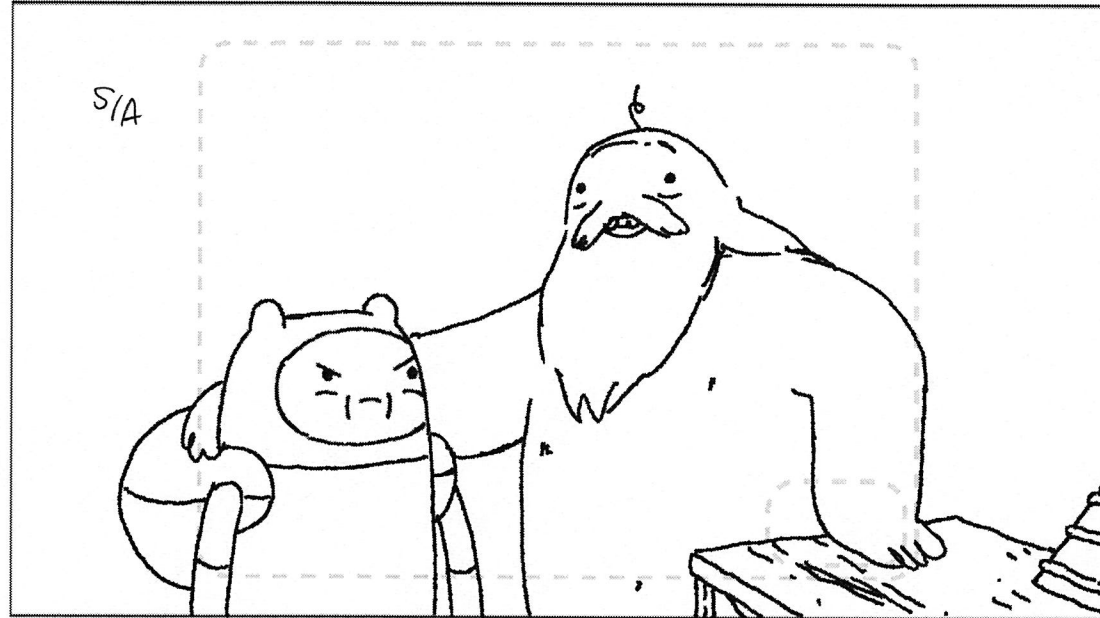
Page 123

Sc. 119

Pnl. Q

Bg.

day night

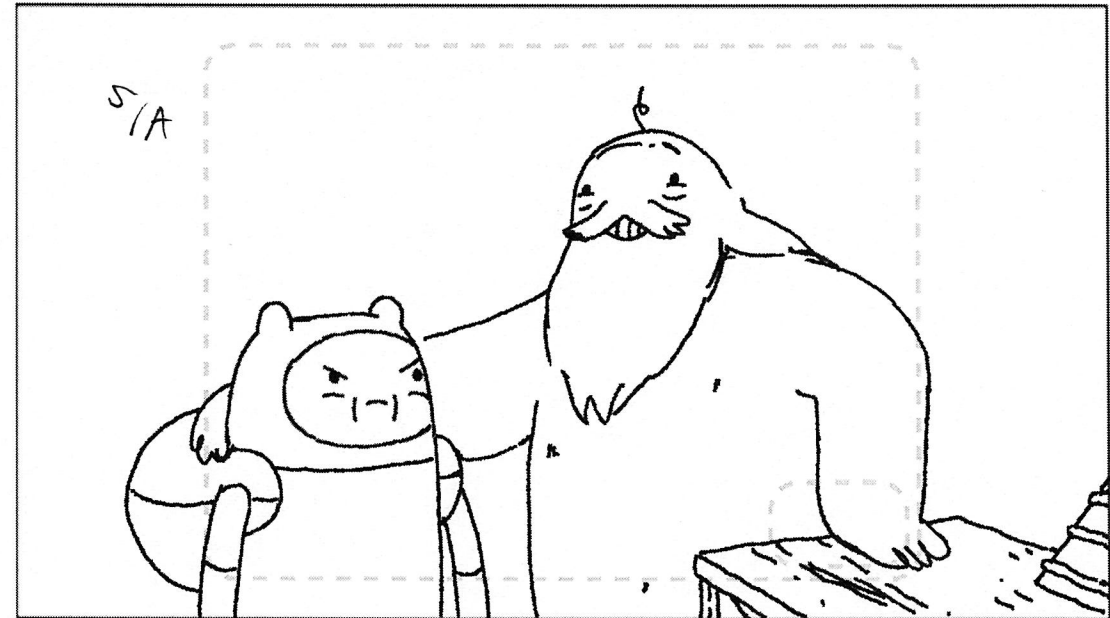


Sc. 119

Pnl. I-I

Bg.

day night



Dialog:

(M) I PROMISE I'LL MAKE  
IT UP TO THE LIL' BOOGERS  
TONIGHT.

Action:

= BEAT =

Timing:

1025-183

EPISODE #

Production :

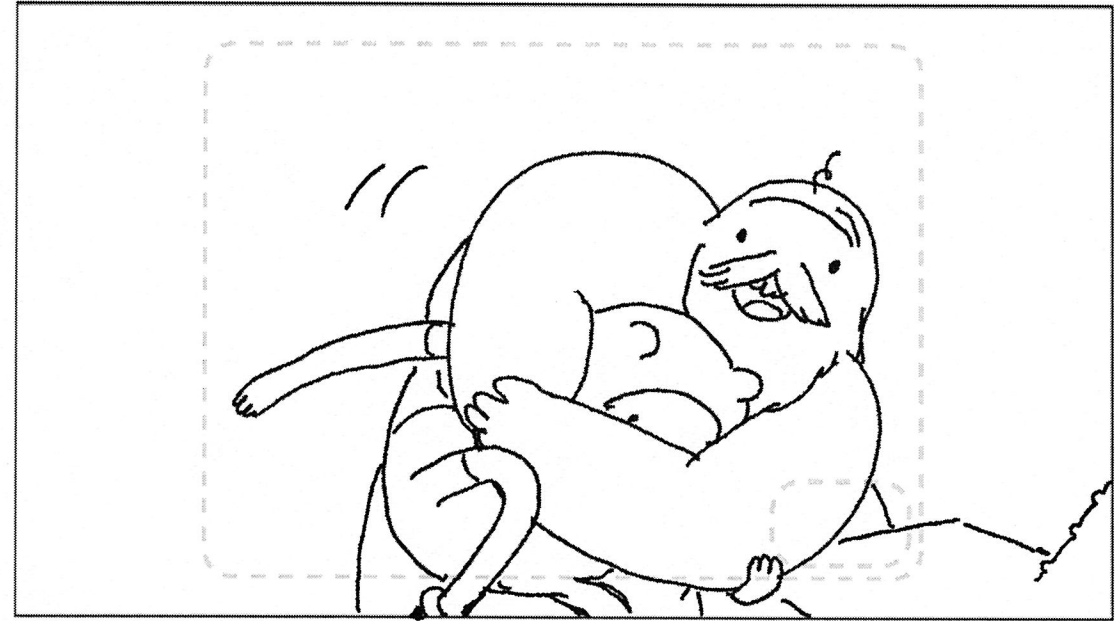
ADVENTURE TIME



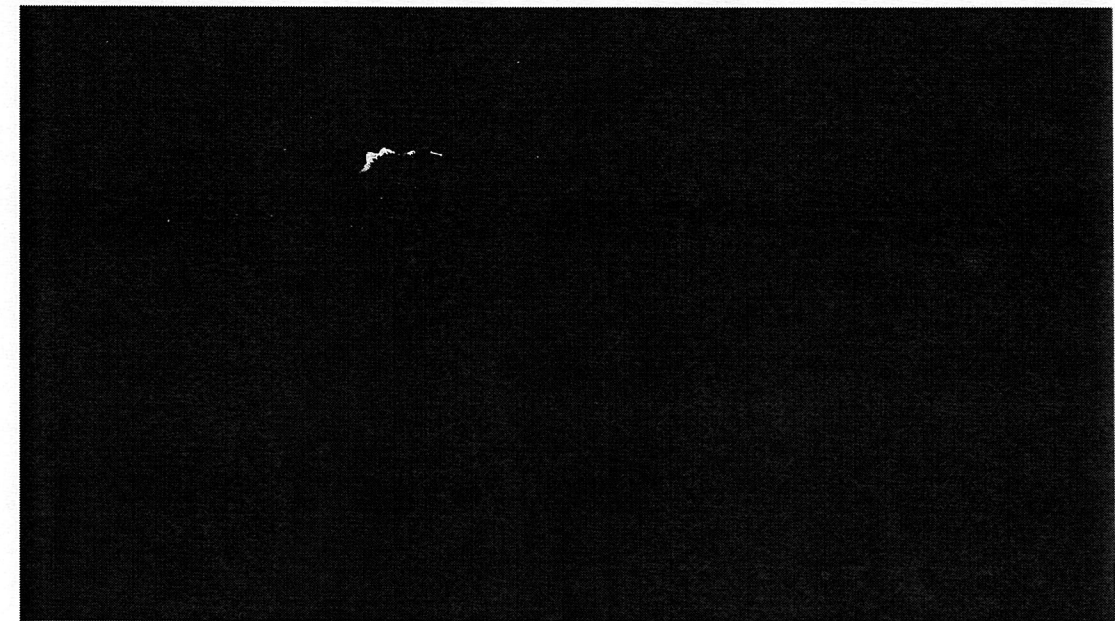
120

Page 124

Sc. 119 Pnl. I Bg. day night



Sc. Pnl. A Bg. day night



Dialog:	<p>(M) HAAA COME 'ERE!</p> <p>(F) AHH!</p>	<p>MUSIC STING,</p> <p>LOUD &amp; EXOTIC.</p>
Action:	<p>-M. GRABS F'S HEAD PLAYFULLY.</p> <p>F. T. B.</p>	
Timing:		

Production :

EPISODE #

1025-183

ADVENTURE TIME

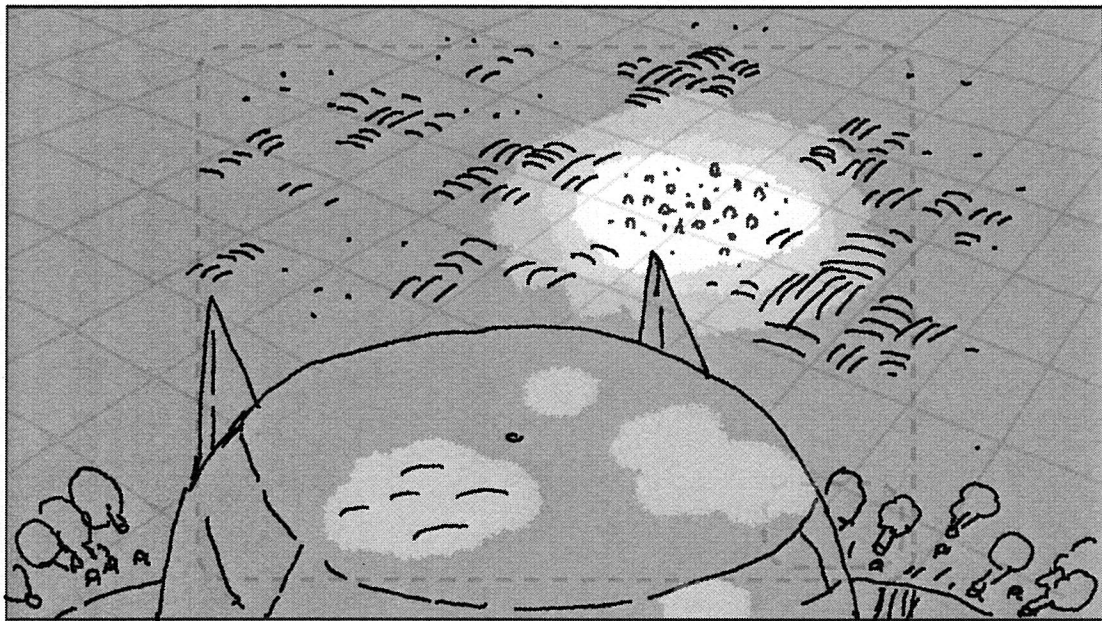


Sc. 121

Pnl. A

Bg.

day night

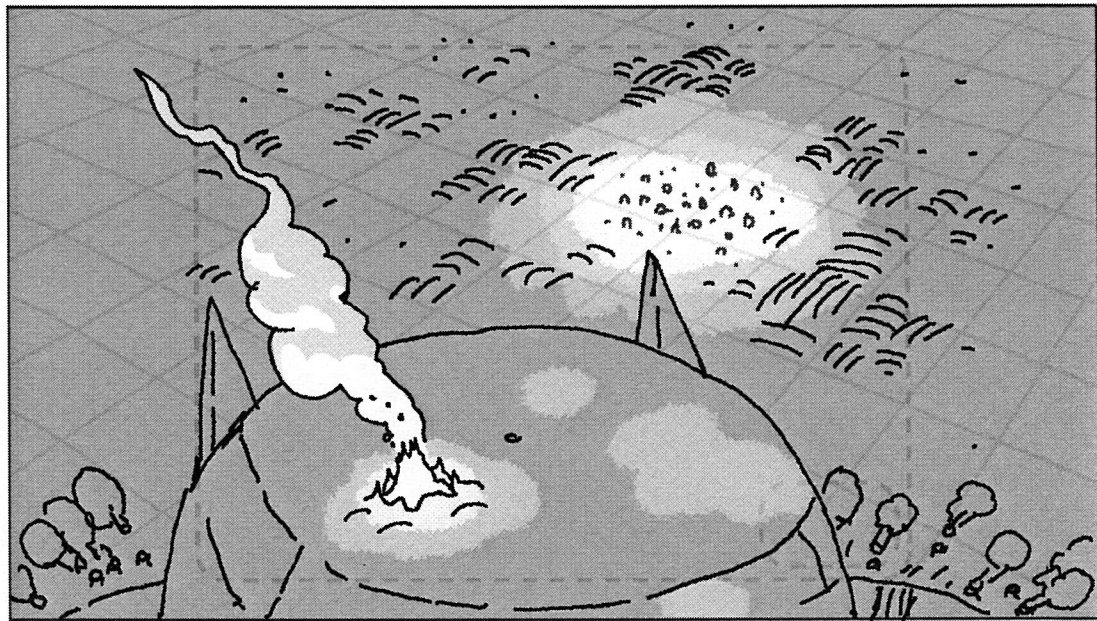


Sc. 121

Pnl. B

Bg.

day night

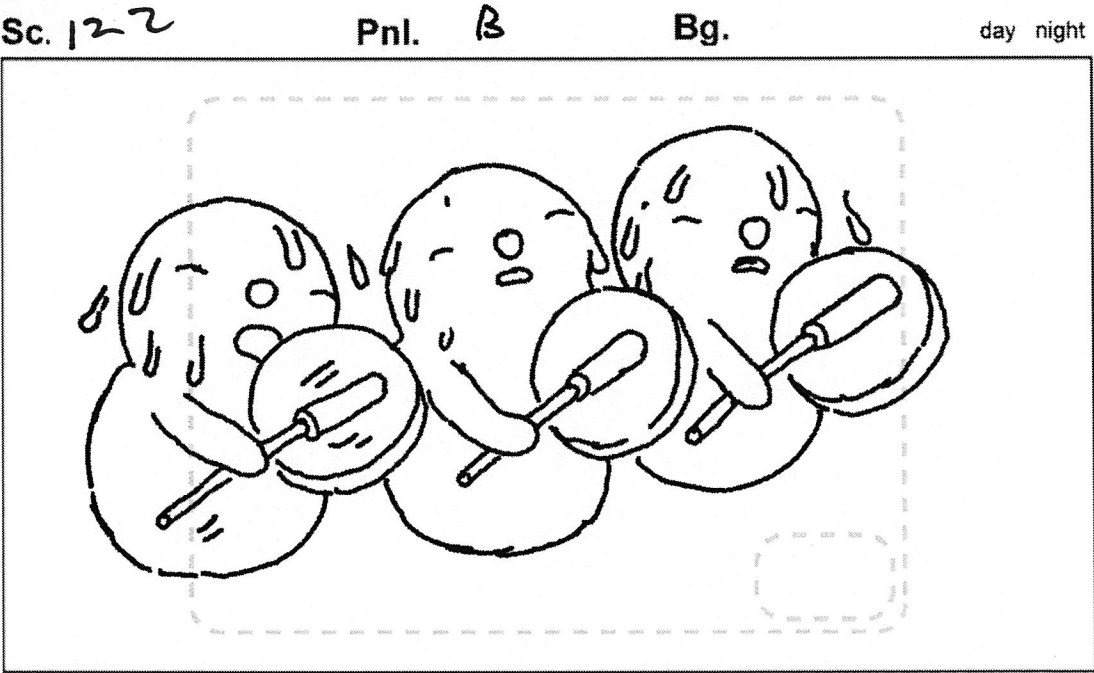
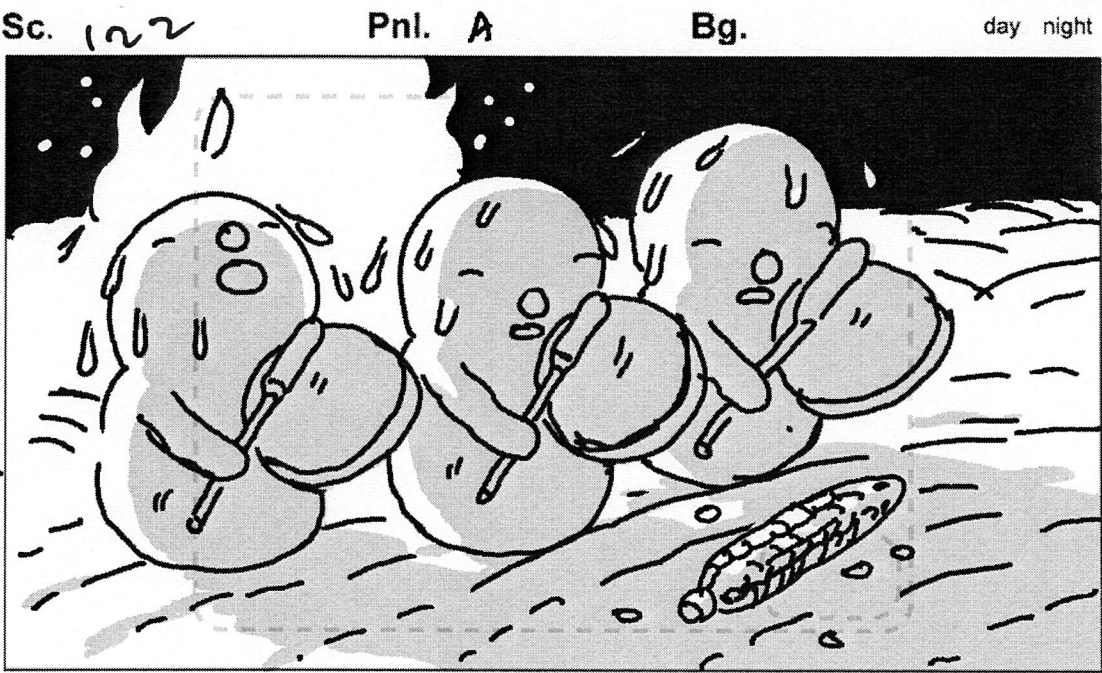


Dialog:	<p>Ⓜ PARTY MUSIC.</p> <p>EXP - PRSHK!~</p>
Action:	<p>- PARTY IN THE DISTANCE, SHIP BLISTORING, CLOWING</p> <p>- <u>SMALL</u> EXPLOSION, ON CRUISER.</p>
Timing:	



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ADVENTURE TIME



Dialog:
SFX: <i>o o</i> MAD HOT DRUMMING. <i>o o</i>
Action:
ADDITIONAL POSES
Timing:

EPISODE # 1025-183  
Production :

ADVENTURE TIME

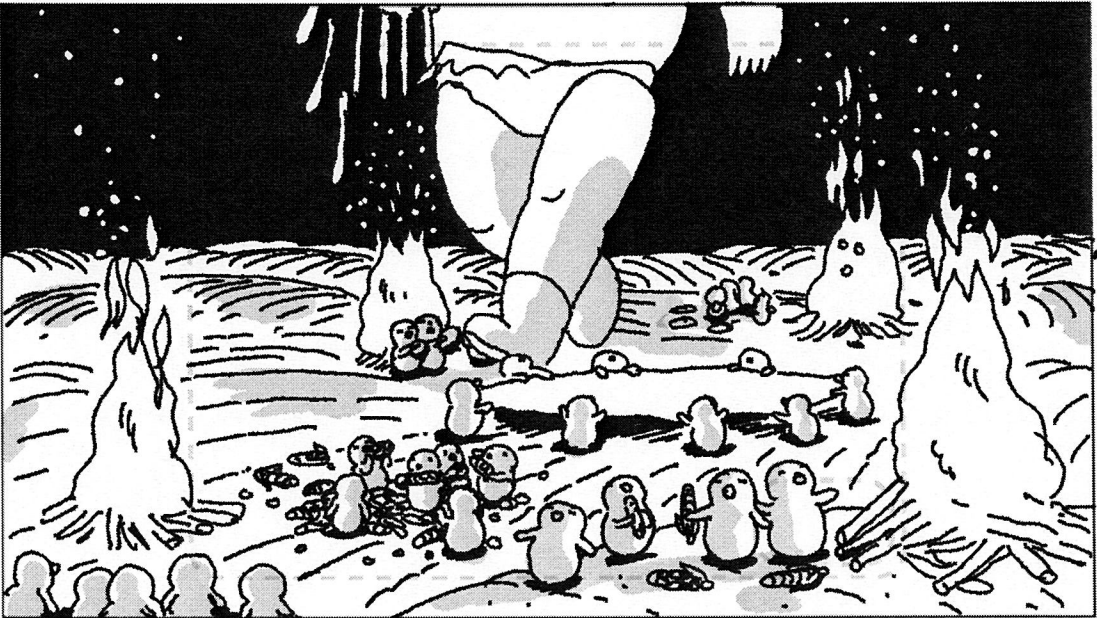
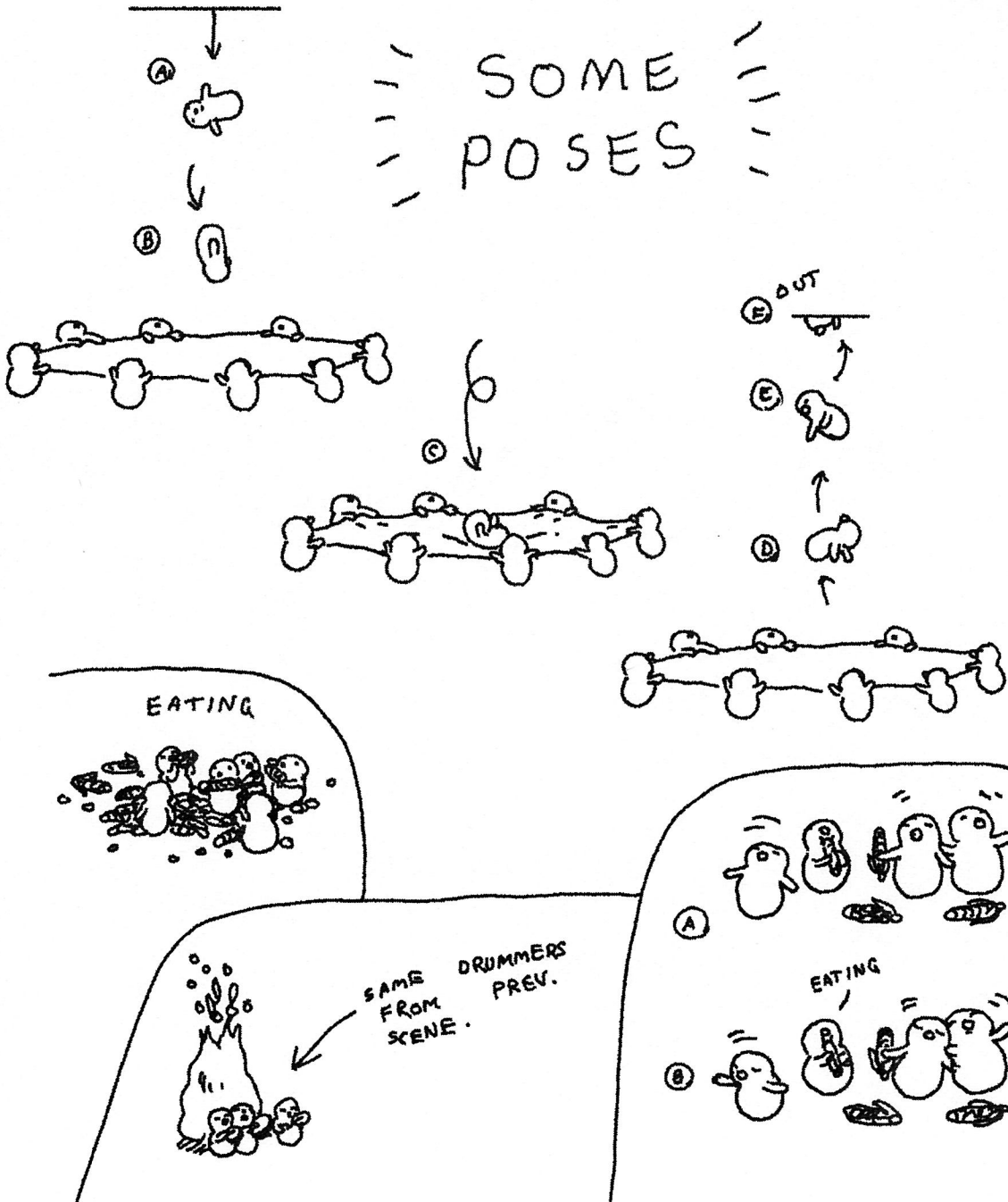


Sc. 123

Pnl. A

Bg.

day night



Dialog:	
Action:	— BLACK SKY, THE WAY THAT SKIES GET TOTALLY BLACK WHEN YOU'RE AROUND A CAMPFIRE.
Timing:	

# ADVENTURE TIME

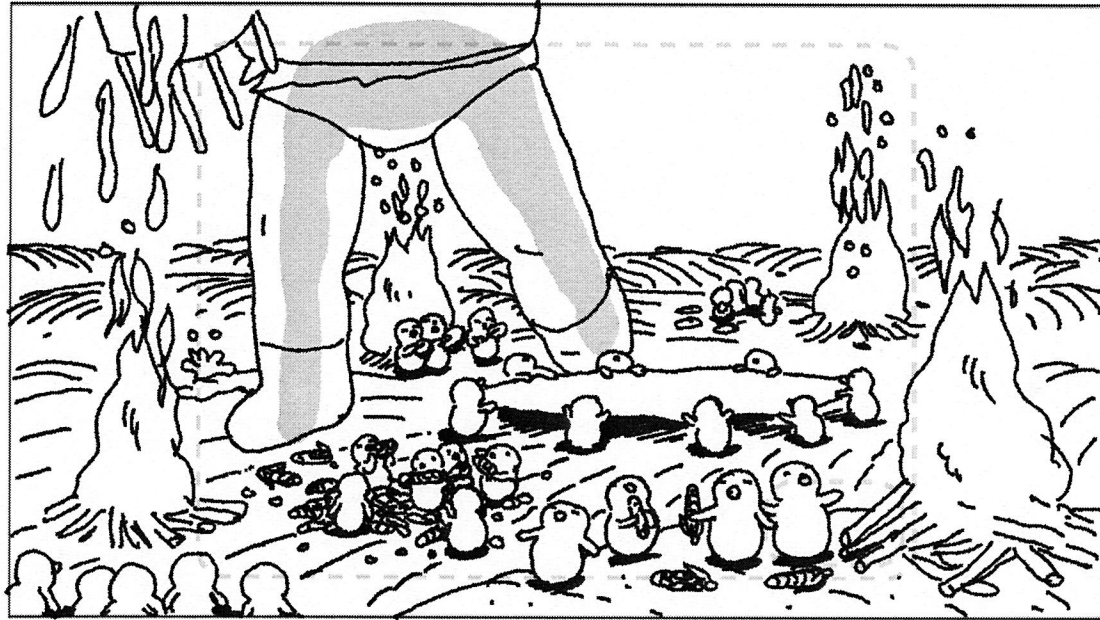


Sc. 123

Pnl. B

Bg.

day night



Dialog:

(M) / LIVE IT UP, PALS, --

Action:

- DRINKING FROM THE  
WATER TOWER.

Timing:

- A WREATH OF DUDES ON M'S HEAD.

Sc. 123

Pnl. C

Bg.

day night



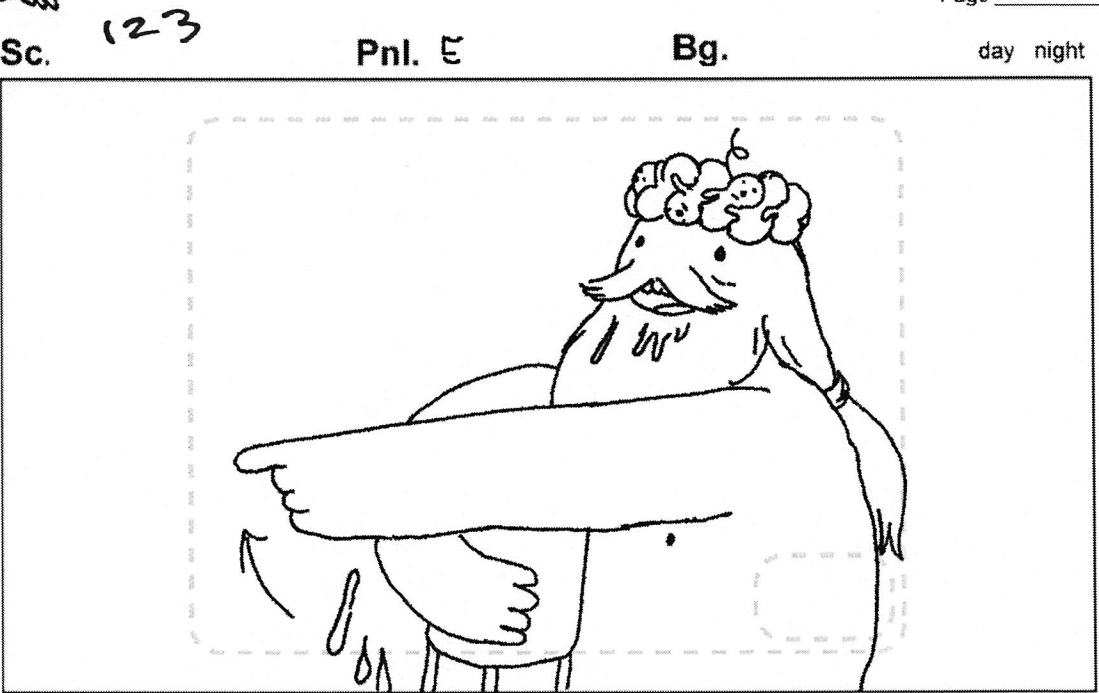
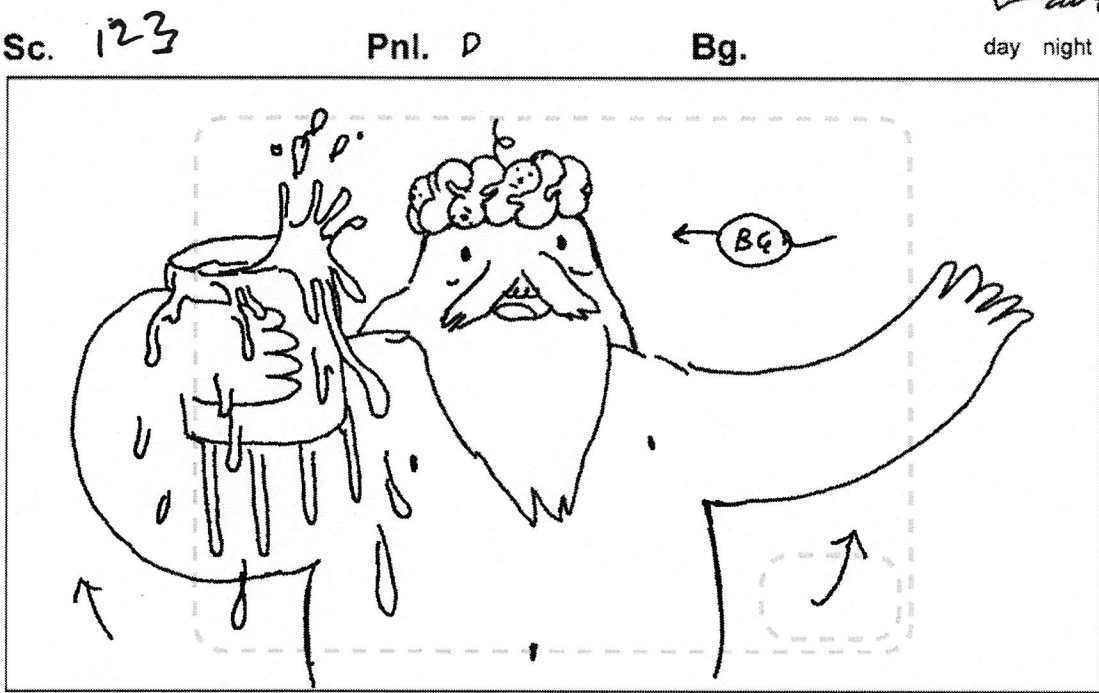
page 128

EPISODE #

1025-183

Production :

ADVENTURE TIME



Dialog:
(M) THIS IS <u>YOUR</u> NIGHT. (M) HEY, CAREFUL WITH THE FINISH, -
Action:
Timing:



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# ADVENTURE TIME



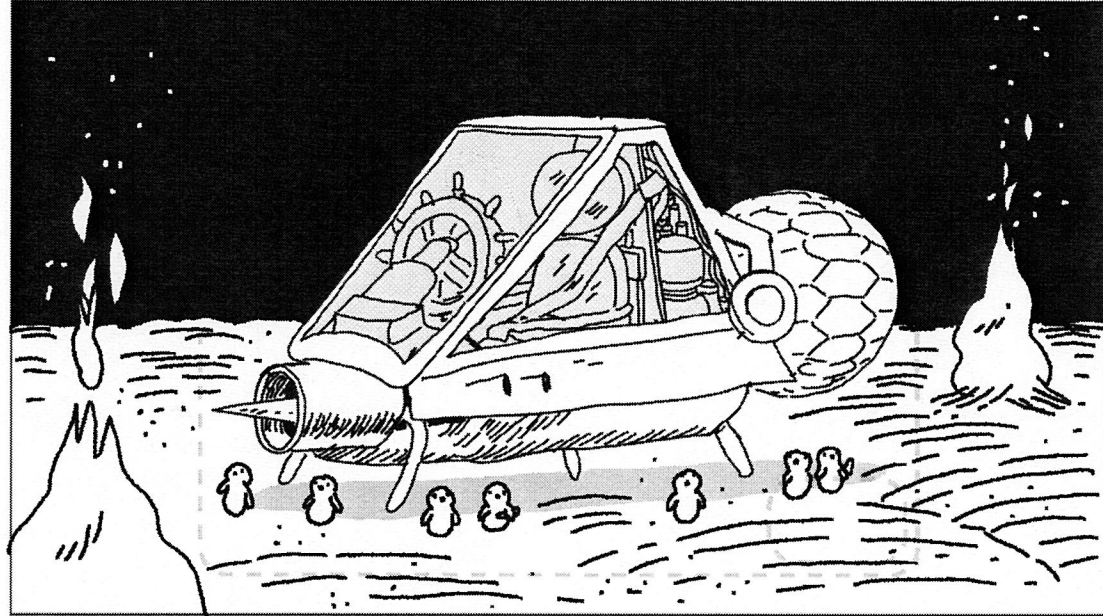
Page 130

Sc. 129.

Pnl. A

Bg.

day night

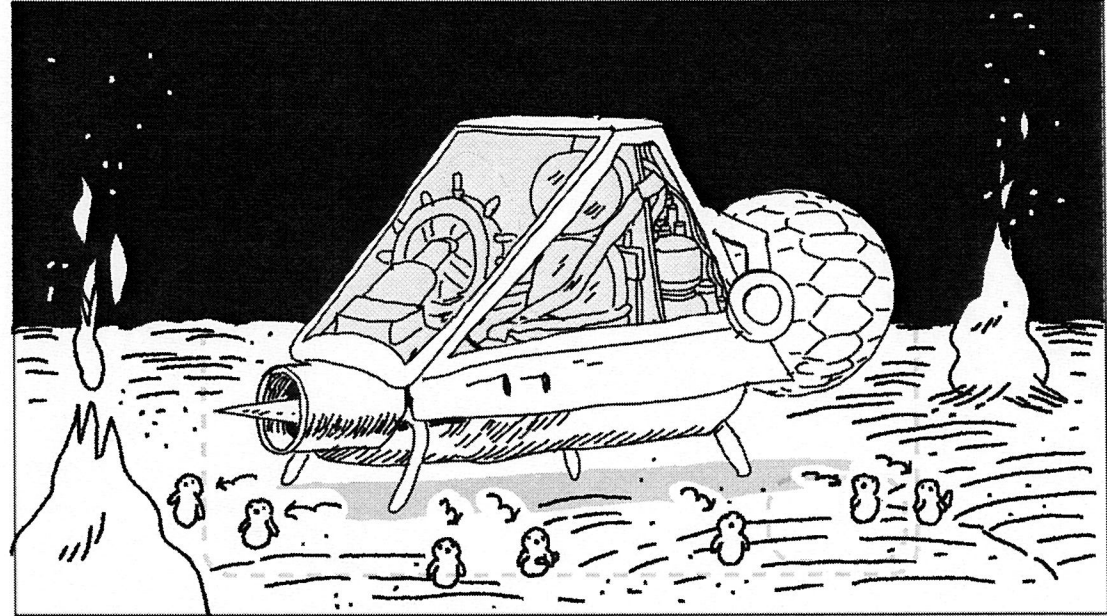


Sc. 129

Pnl. B

Bg.

day night



Dialog:

(M) (CONT)  
O.S. THAT BUGGY'S READY  
TO BLAST!

Action:

THEY BACK OFF.

Timing:

EPISODE #

1025-183

Production :

# ADVENTURE TIME

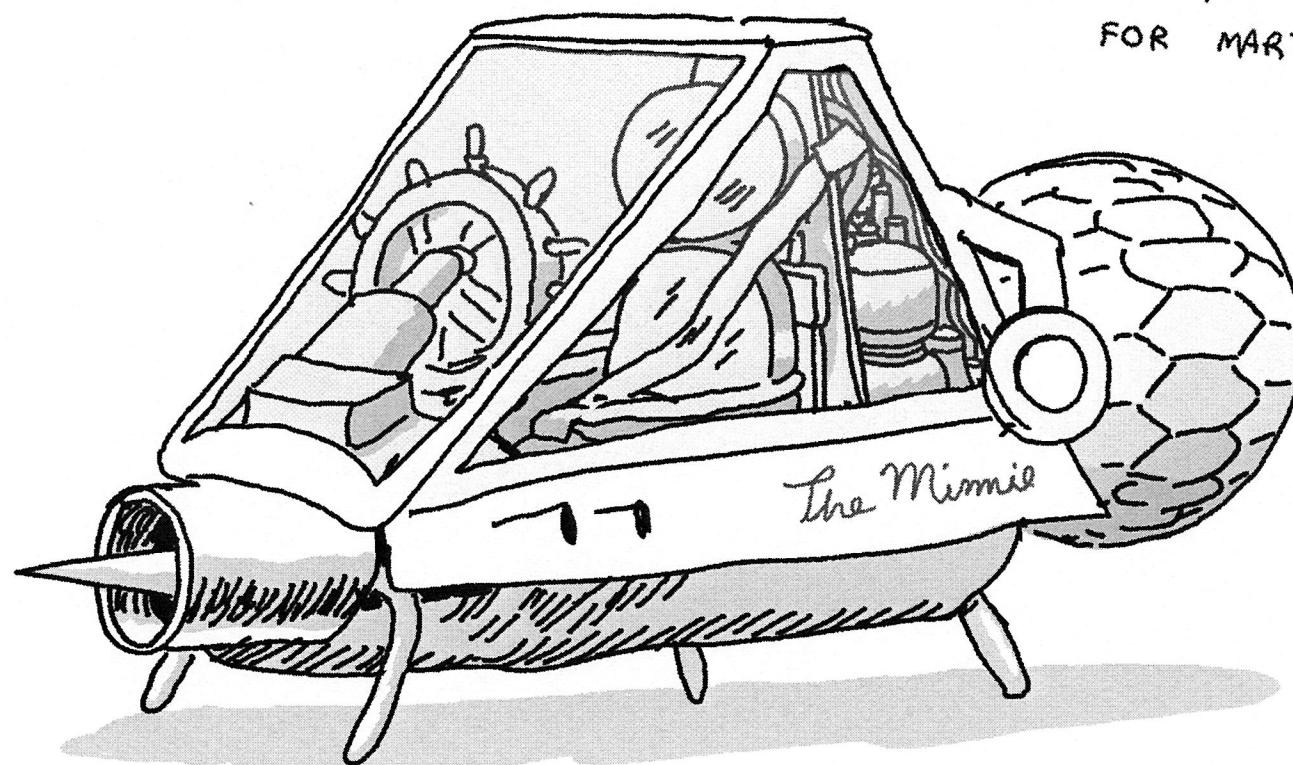


Page 131

## The Minnie

= WHO IS MINNIE? =

WAY TOO SMALL  
FOR MARTIN.



- IT DOESN'T  
NEED TO BE  
CALLED MINNIE!  
- S.W.

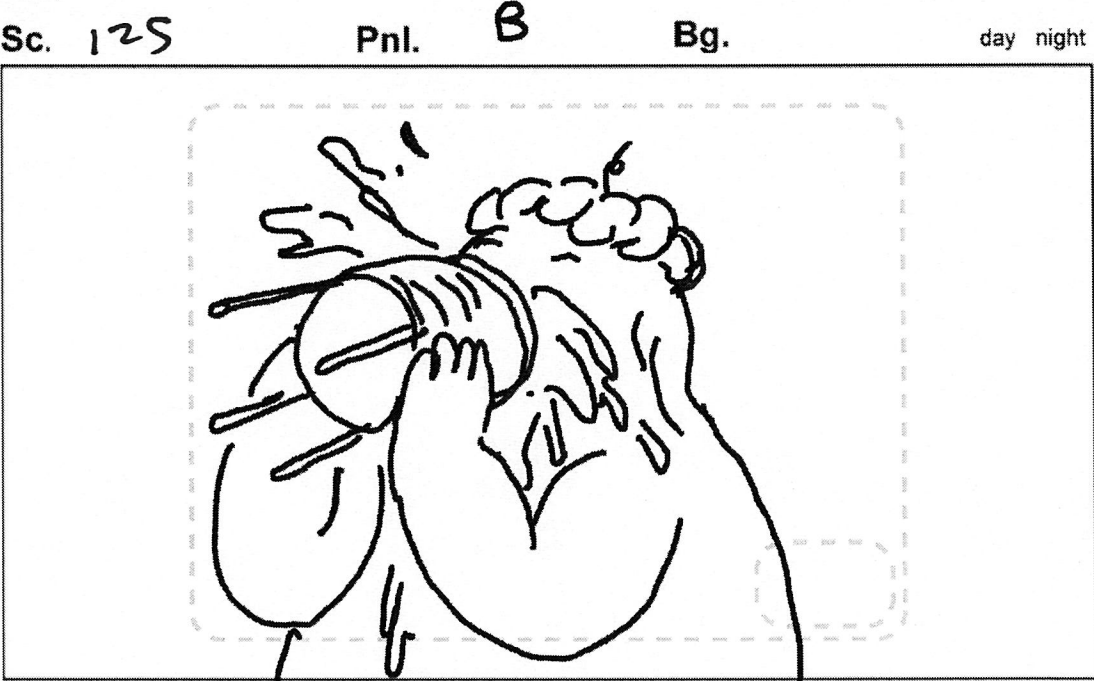
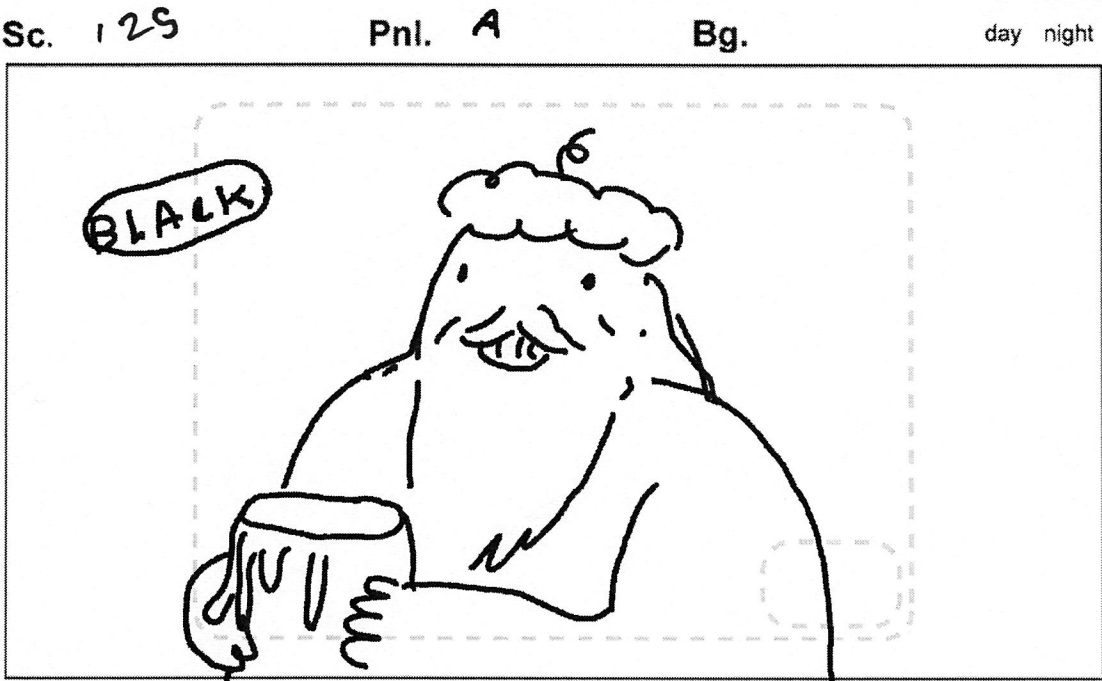
Production :

EPISODE #

1025-183

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ADVENTURE TIME



Dialog:	<u>M</u> : [ GULPING ]
Action:	- M DRINKS THE WATER.
Timing:	

EPISODE # 1025-183  
Production :

ADVENTURE TIME



Sc. 125

Pnl. C

Bg.

day night

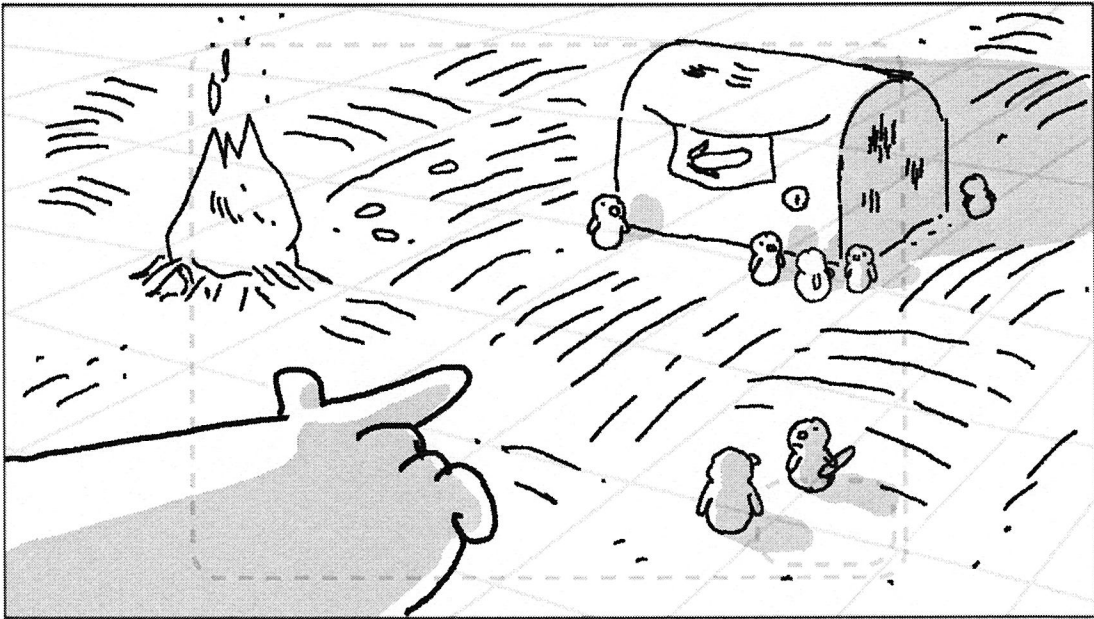


Sc. 126

Pnl. A

Bg.

day night



Dialog:

③

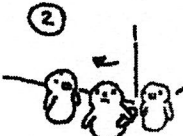
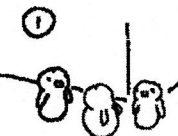
Yo -

CONT

③

PARTY ANIMALS,  
STILL HUNGRY?

Action:



Timing:

Production :

EPISODE #

1025-183



ADVENTURE TIME

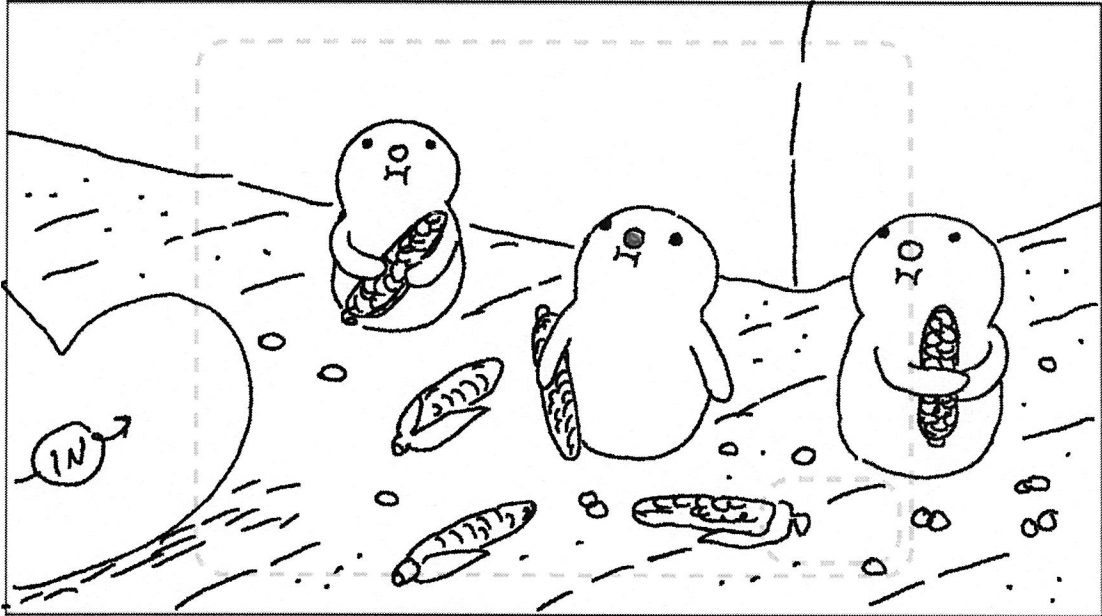


Sc. 127

Pnl. A

Bg.

day night

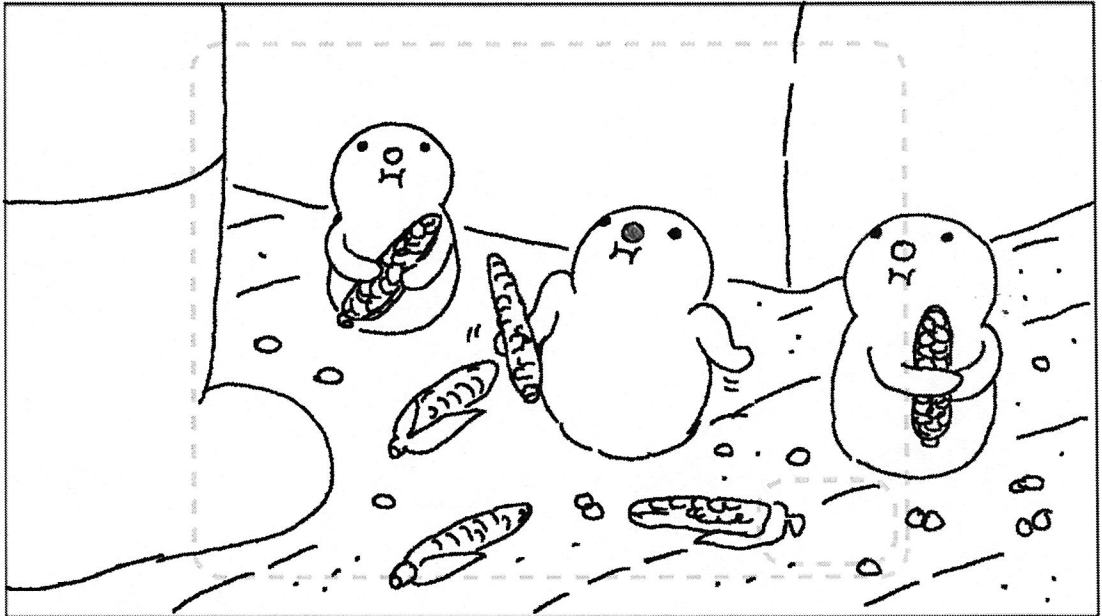


Sc. 127

Pnl. B

Bg.

day night



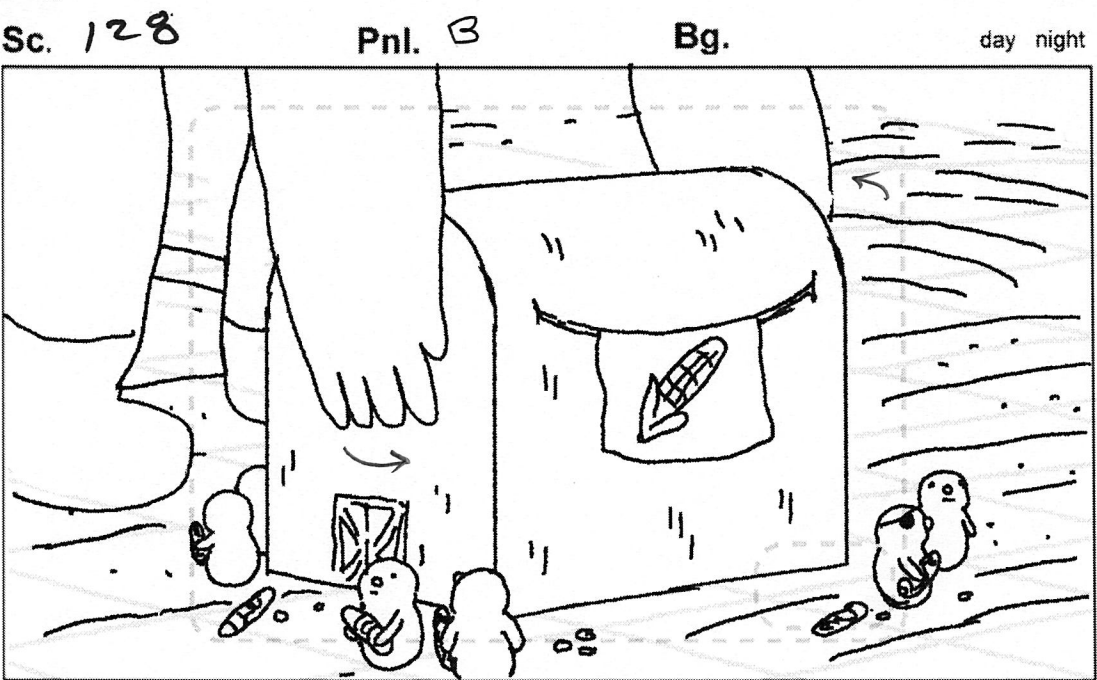
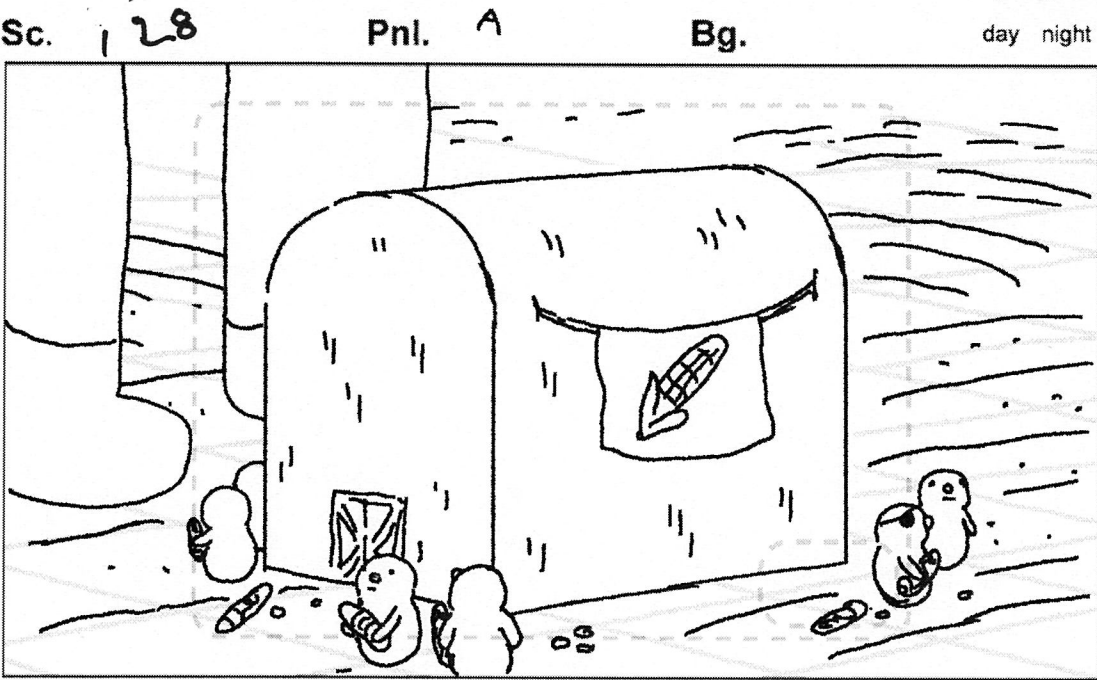
Dialog:	BLACKNOSE DUDE : (SHRUGS) M M M
Action:	- M. WALKS ON/S. -BD SHRUGS
Timing:	

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ADVENTURE TIME



Page 135



Dialog:	(M) (O/S) COME ON, TREE SPIRIT SEZ!
Action:	- M GRABS BARN AND (GIVES IT A TWIST)
Timing:	

EPISODE # 1025-183  
Production :



ADVENTURE TIME



Sc. 128

Pnl. C

Bg.

day night



Sc. 128

Pnl. D

Bg.

day night



Dialog:	
(M) (a/s) SCOOP IT 'TILL YOU POOP IT!	
Action:	CORN SPILLS OUT, TAKING DUDES DOWN WITH IT.
	-M KICKS AROUND THE CORN
Timing:	

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 129

Pnl. A

Bg.

day night

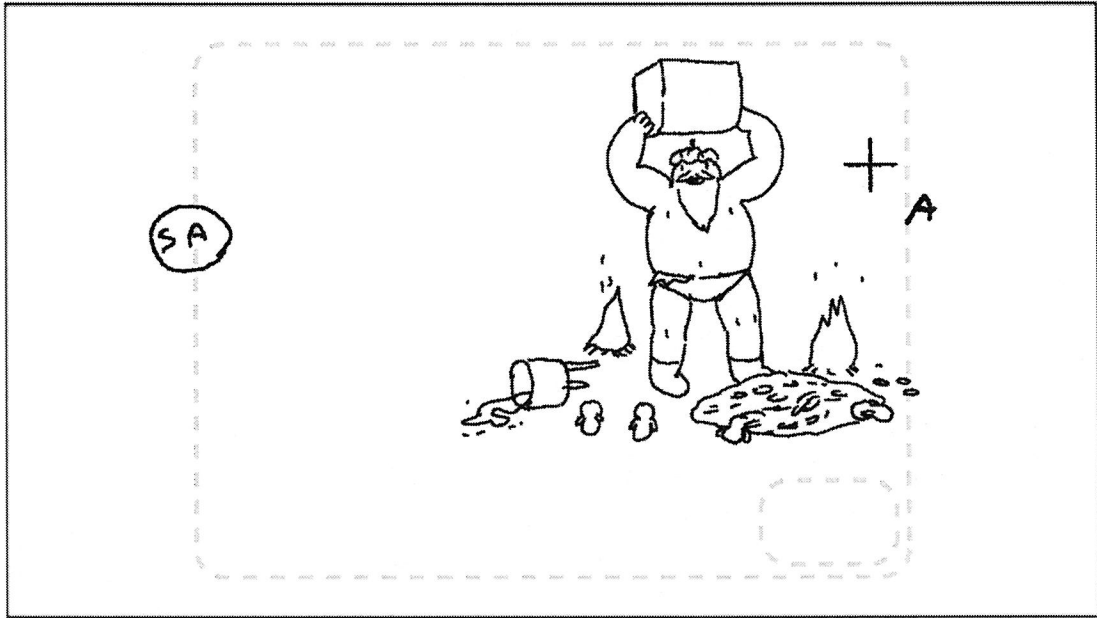


Sc. 129

Pnl. B

Bg.

day night



Dialog:

(M) (DISTANT)

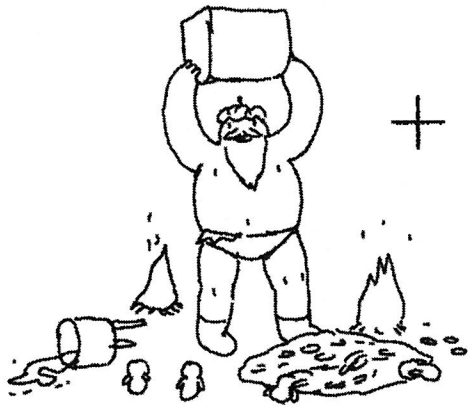
LET'S

GET GROOSSSS!

Action:

- M SHAKES EMPTY BARN.  
A B A B

Timing:



EPISODE # 1025-183

Production :

ADVENTURE TIME

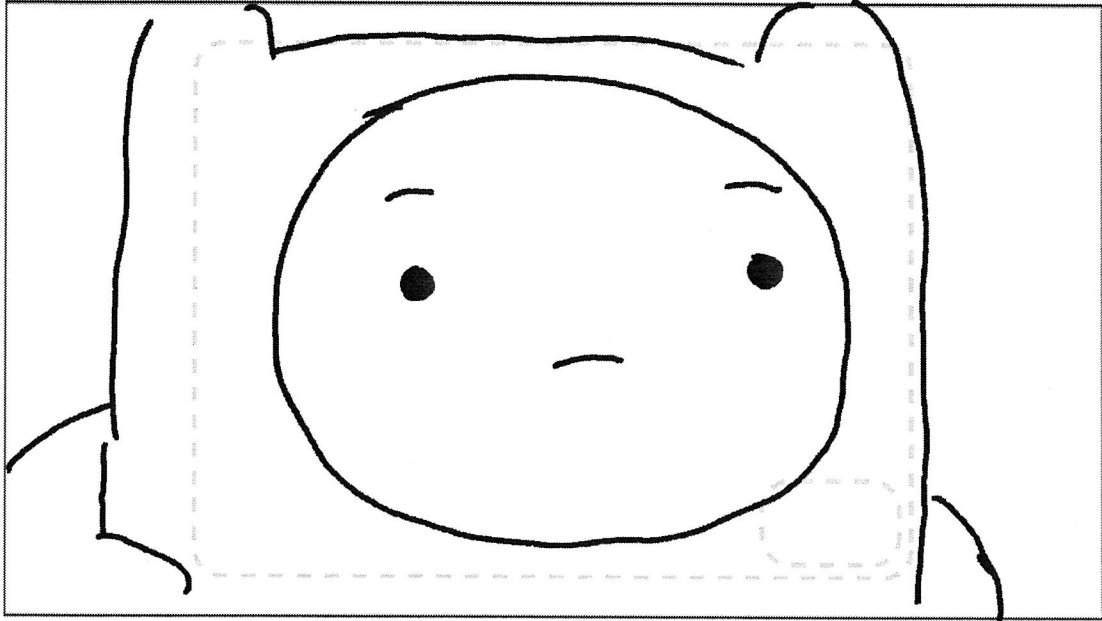


Sc. 130

Pnl. A

Bg.

day night

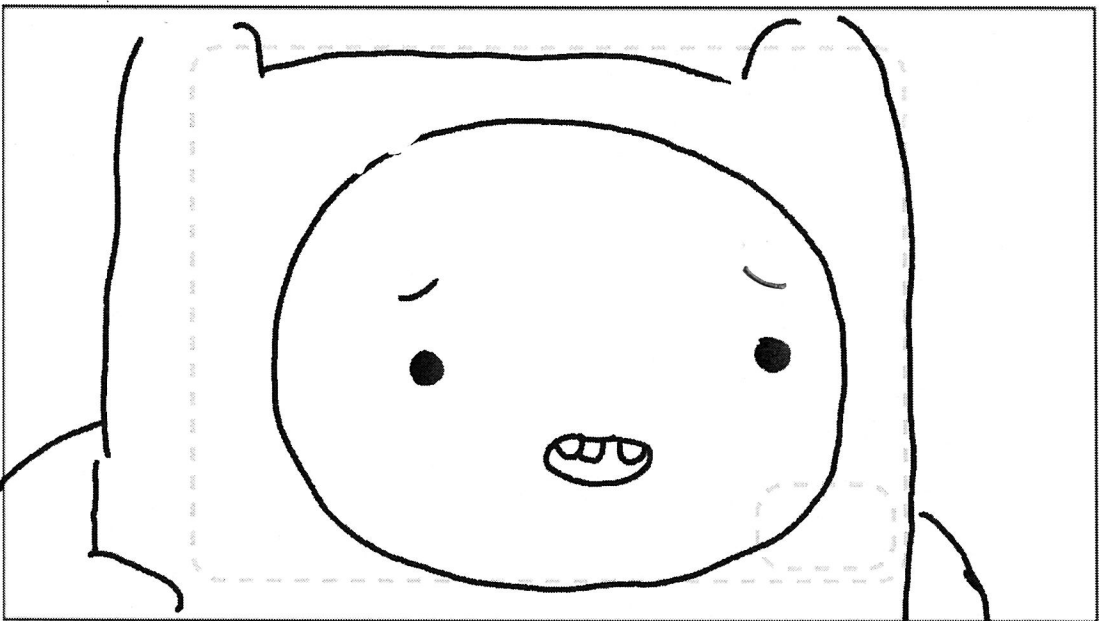


Sc. 130

Pnl. B

Bg.

day night

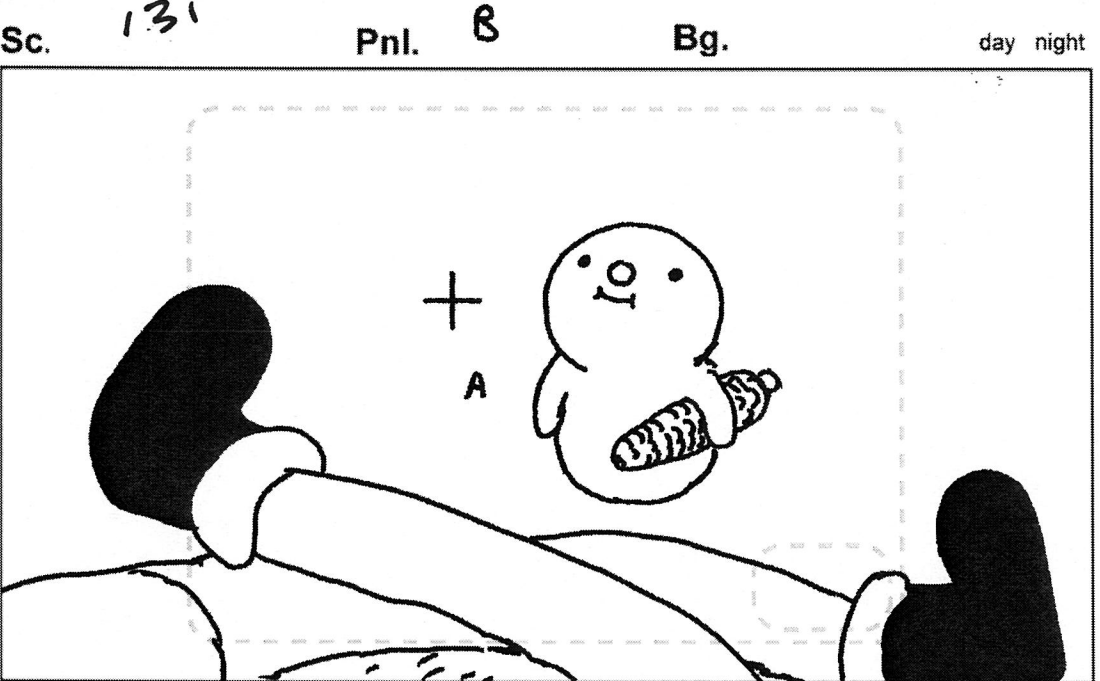
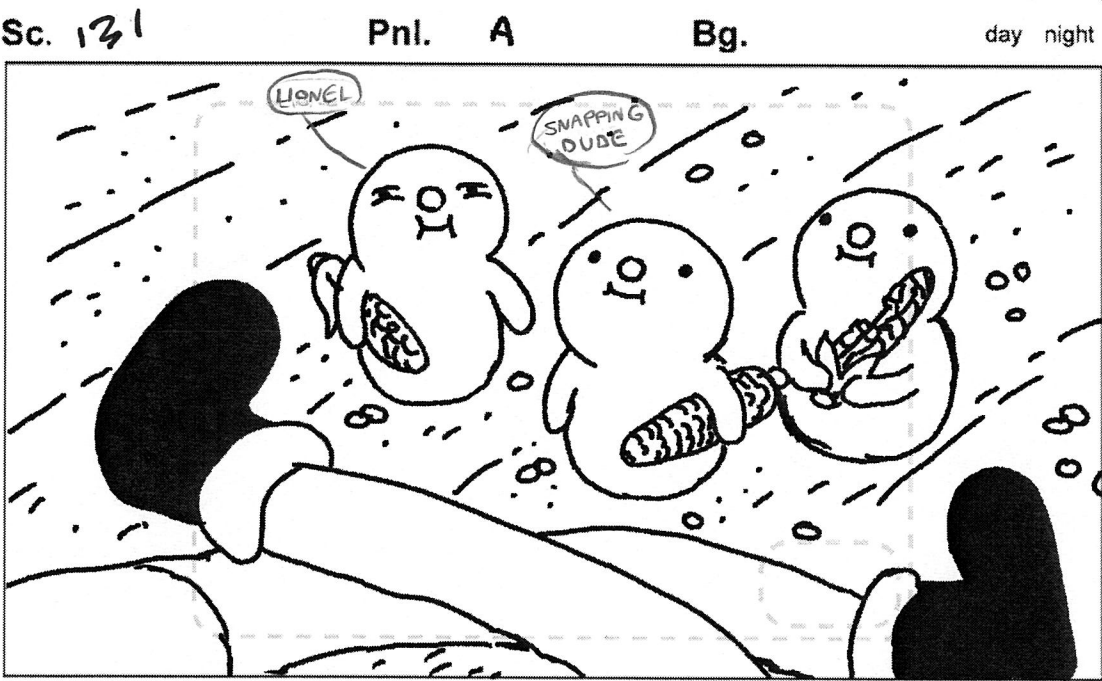


Dialog:	<p>≡ BEAT ≡ SNAPPING DUDE : (as) FINN? (F) OH SORRY, I WAS JUST THINKIN'...</p>
Action:	<p>- F. LOOKS DOWN.</p>
Timing:	

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Production :

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ADVENTURE TIME



Dialog: SO,  
(F) YOU GUYS WANNA LEARN  
ANOTHER ONE ?

Action: YAWNS.

Timing: ① ② ③ ④

SNAPPING DUDE  
NODS + B

A, B, A, B, A

Production :

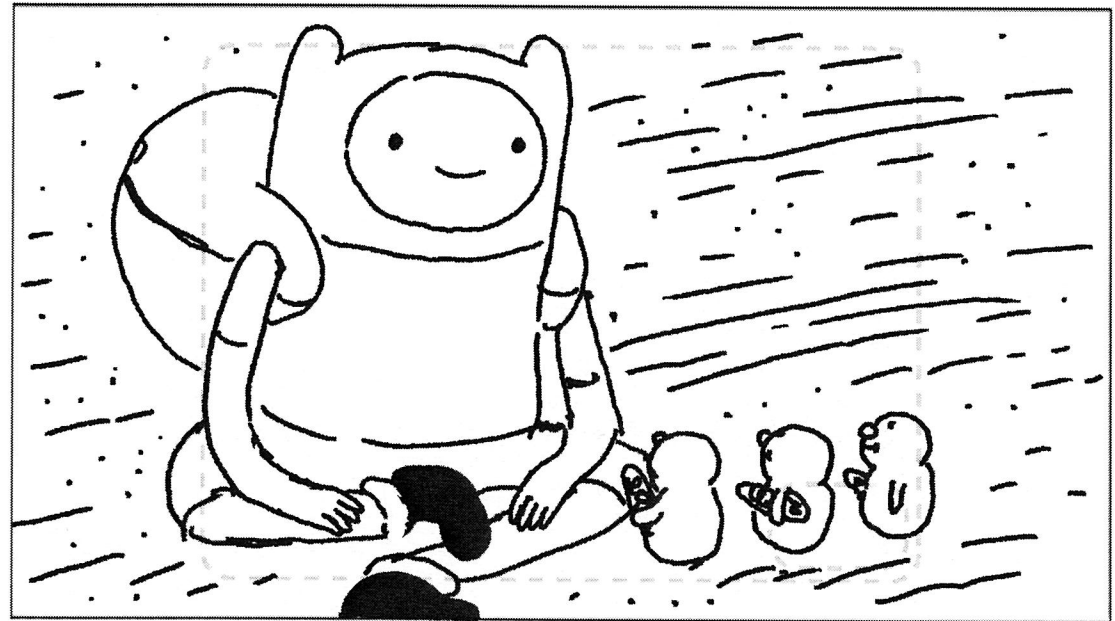
EPISODE #

1025-183

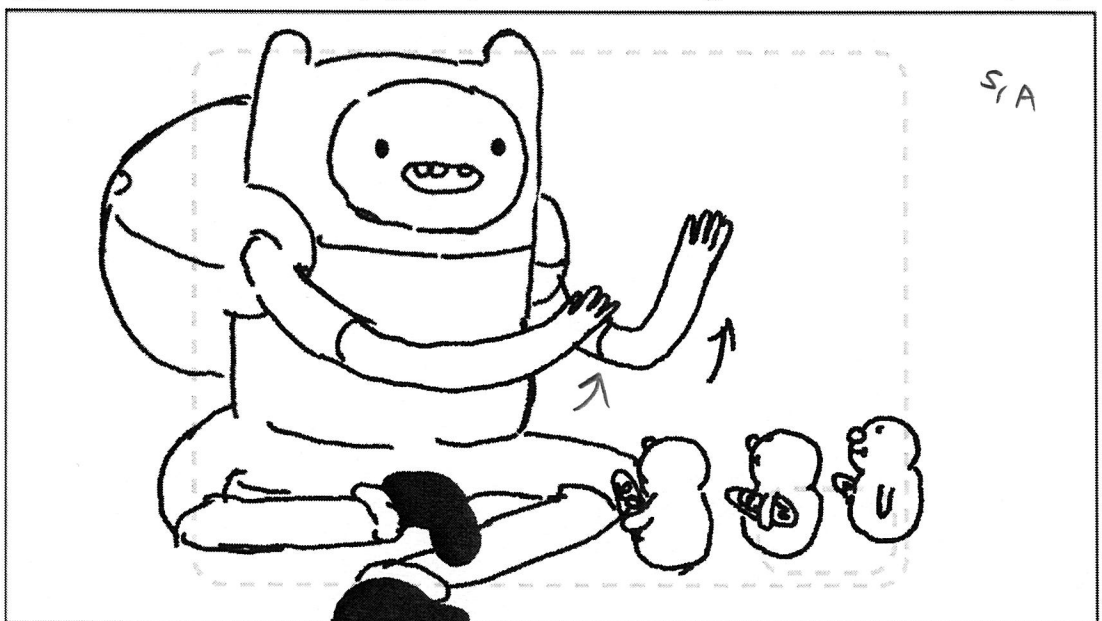
ADVENTURE TIME



Sc. 132 Pnl. A Bg. day night



Sc. 132 Pnl. B Bg. day night



Dialog:	(F) OK, WATCH THIS.
Action:	S.P.
Timing:	

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

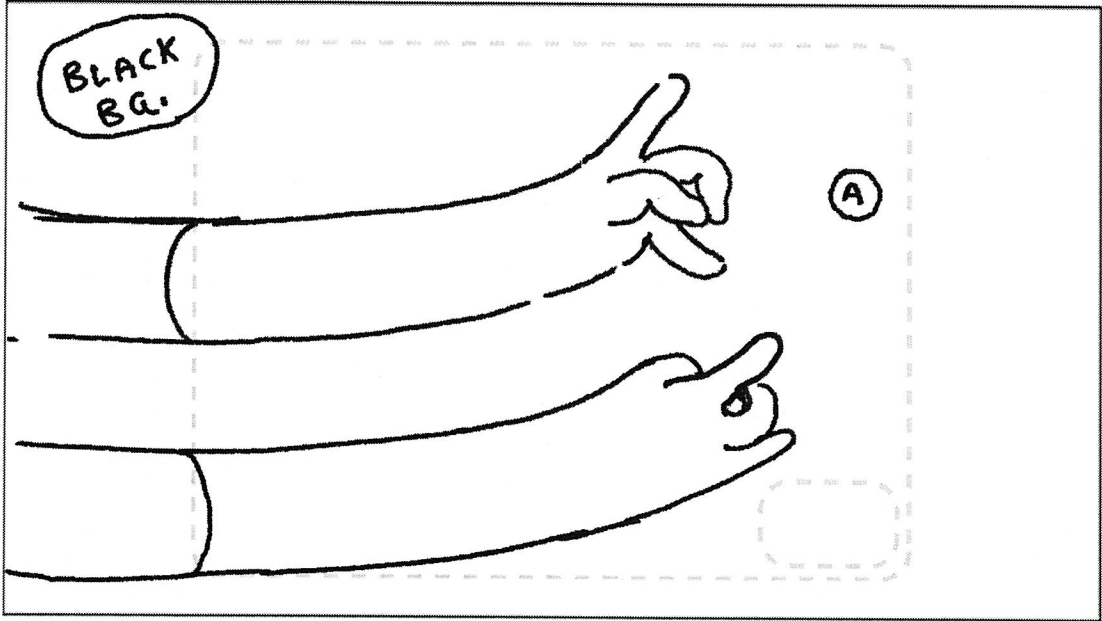


Sc. 133

Pnl. A

Bg.

day night

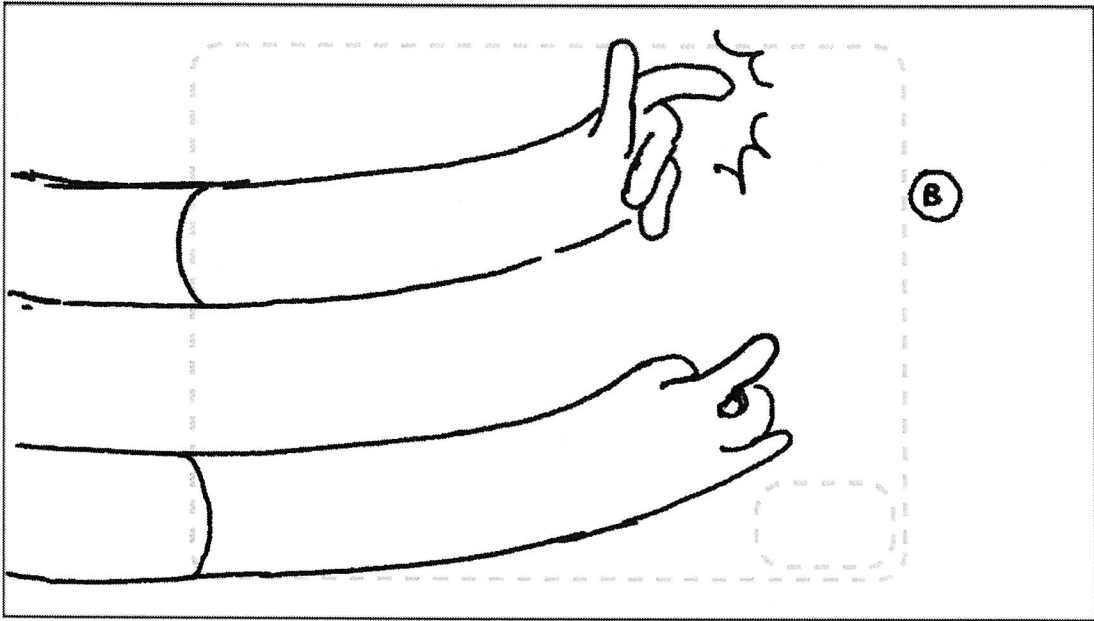


Sc. 133

Pnl. B

Bg.

day night



Dialog:

(SFX) SNAPPING AND SLAPPING

Action:

"THE CURLY SNAP"

A B C D , A B C D , A B C D E D E D

Timing:

EPISODE # 1025-183  
Production :



ADVENTURE TIME

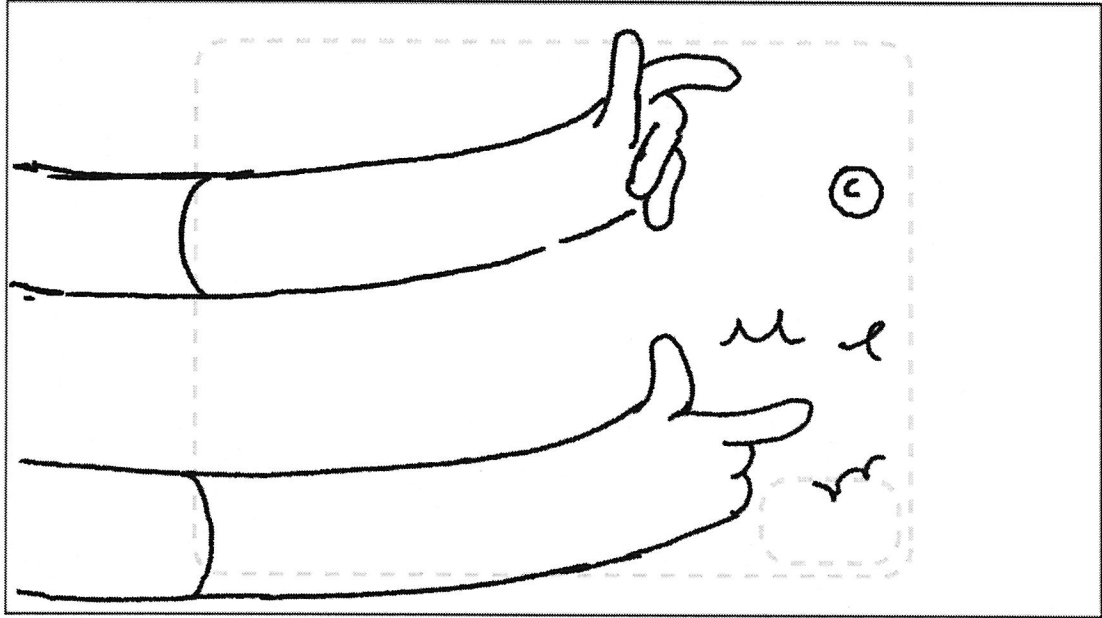


Sc. 133

Pnl. C

Bg.

day night

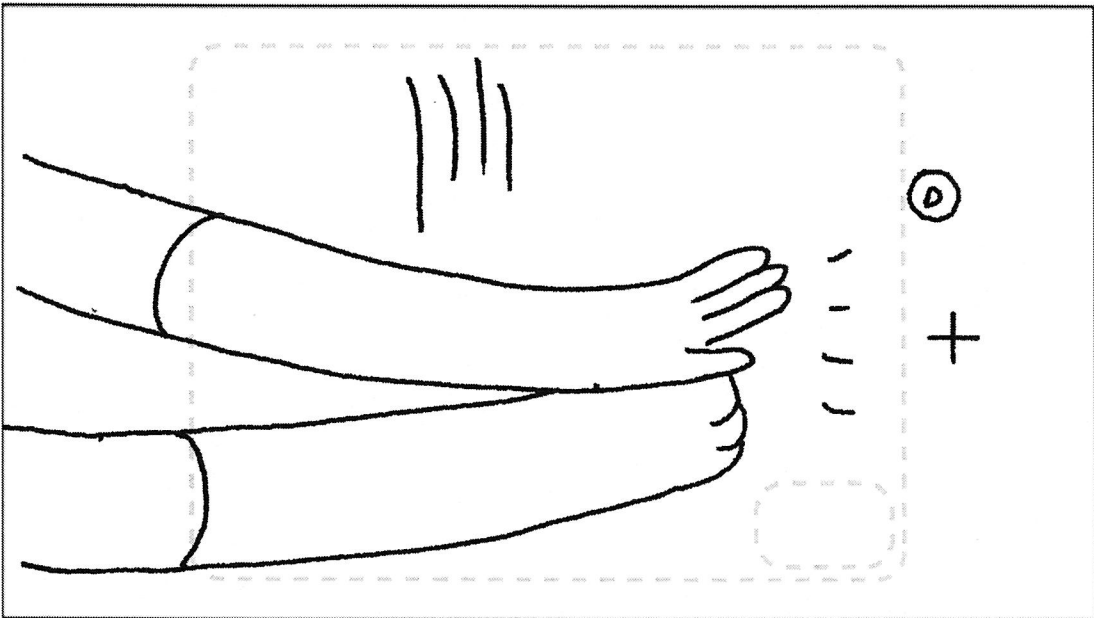


Sc. 133

Pnl. D

Bg.

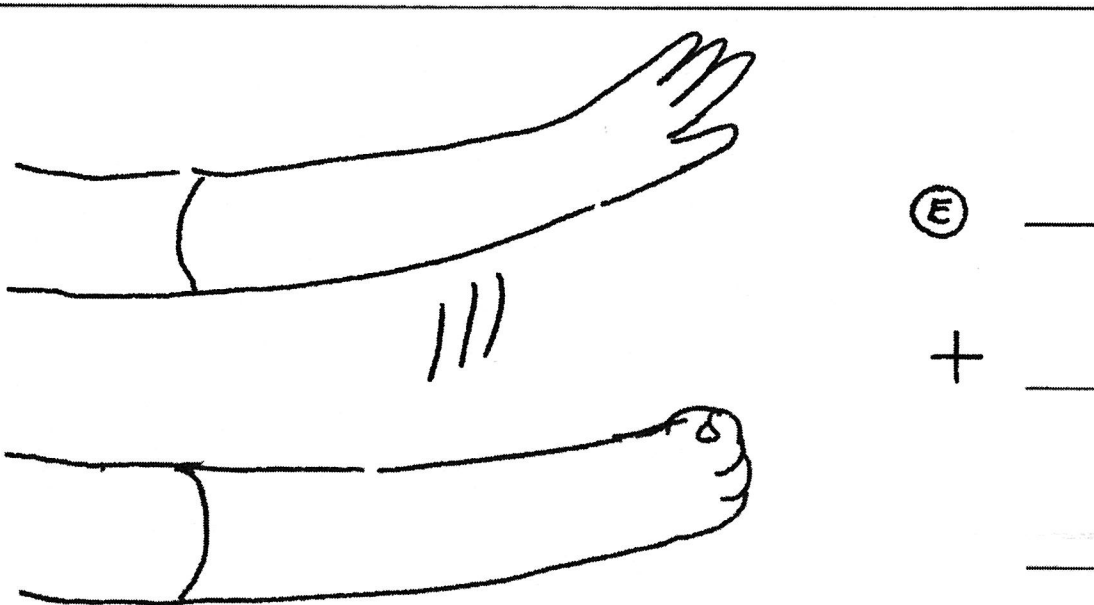
day night



Dialog:

Action:

Timing:



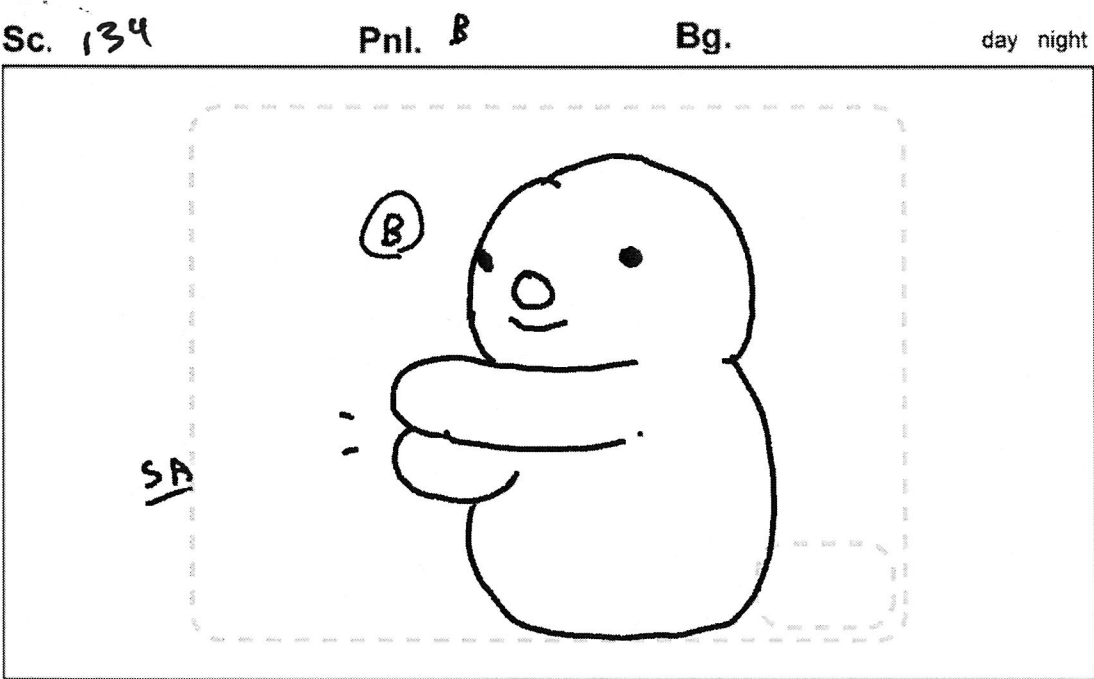
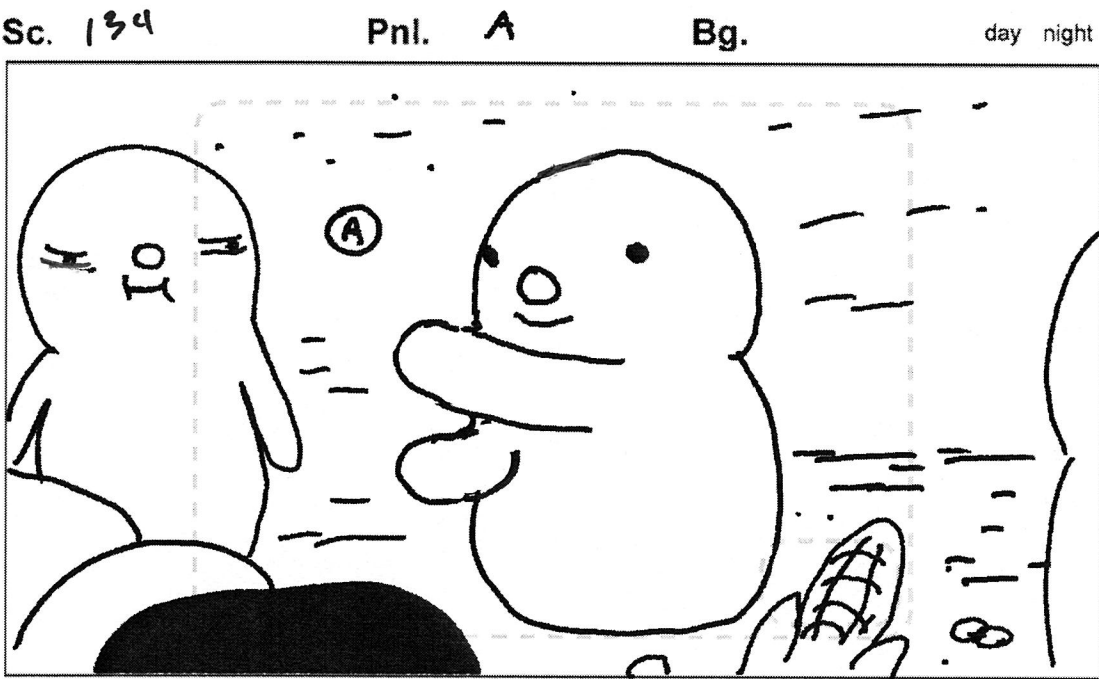
EPISODE #

Production :

1025-183

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ADVENTURE TIME



Dialog:

(SFX) : THP - THP - THP :

Action:

- SNAPPING OUDG  
TAPS ARMS TOGETHER

(AB) (AB) (AB)

Timing:

EPISODE # 1025-183

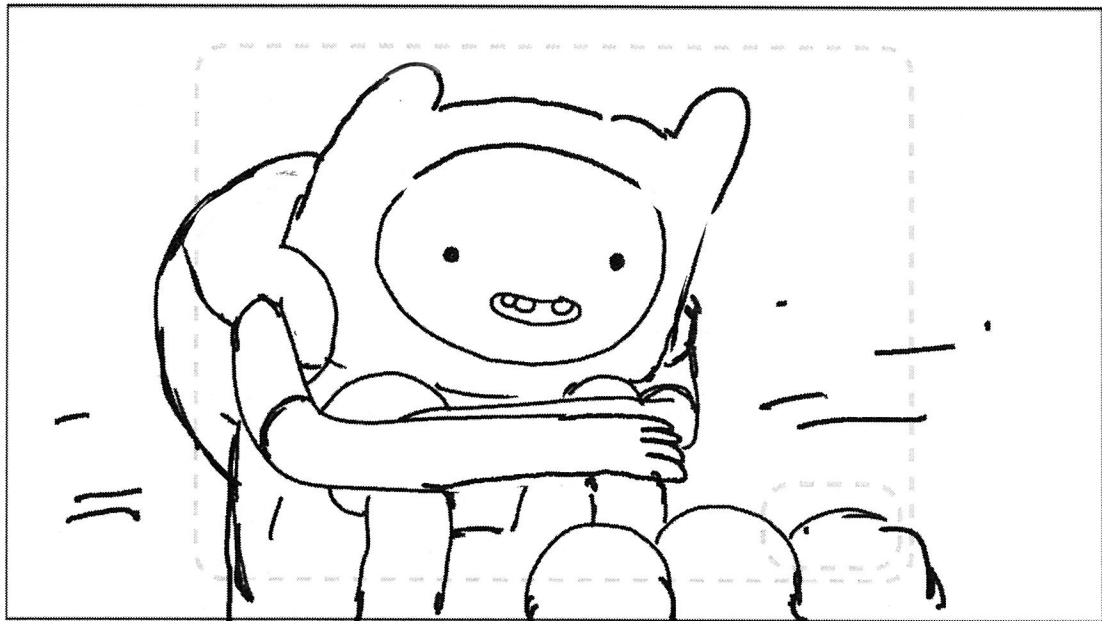
Production :

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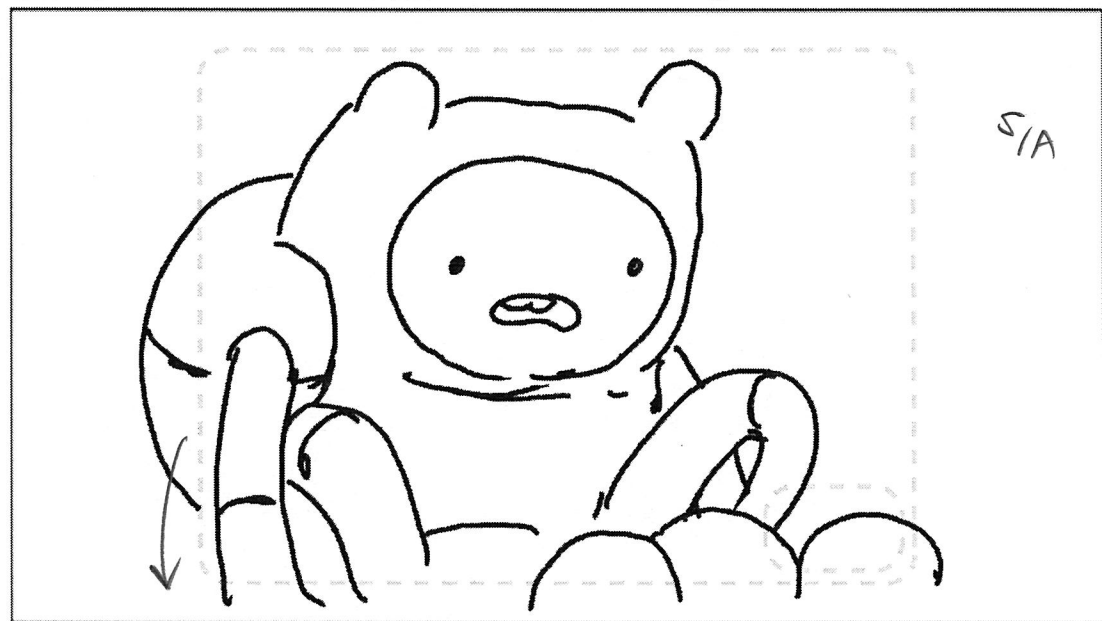
ADVENTURE TIME



Sc. 139 Pnl. A Bg. day night



Sc. 139 Pnl. B Bg. day night



Dialog:
(F) HEH, CUTE .
Action:
Timing:
(F) UH ... HEY . .

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

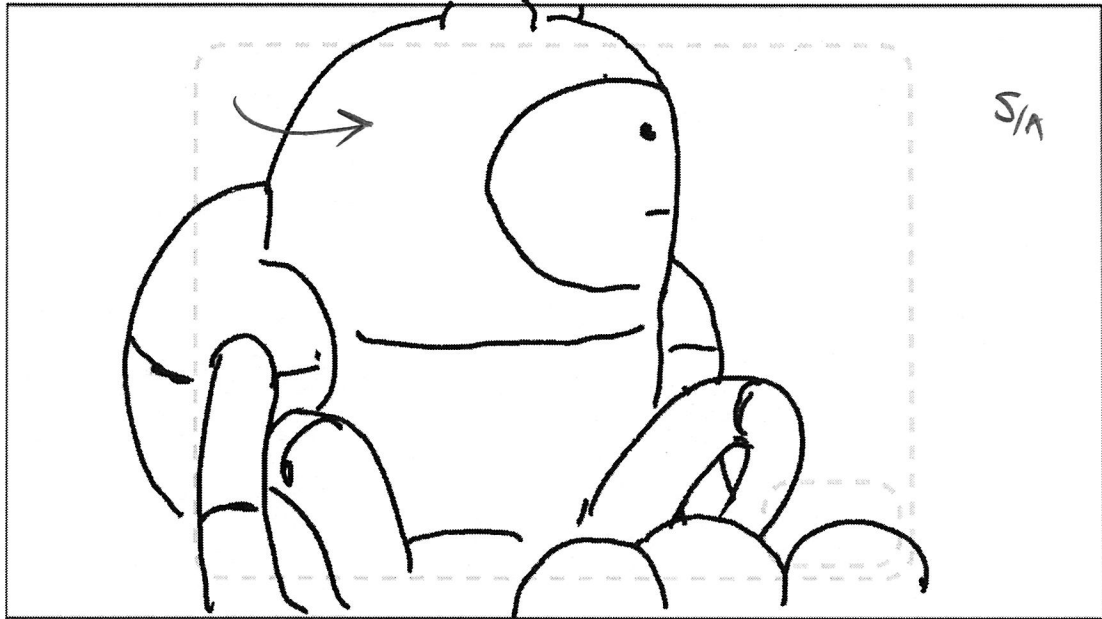


Sc. 139

Pnl. C

Bg.

day night

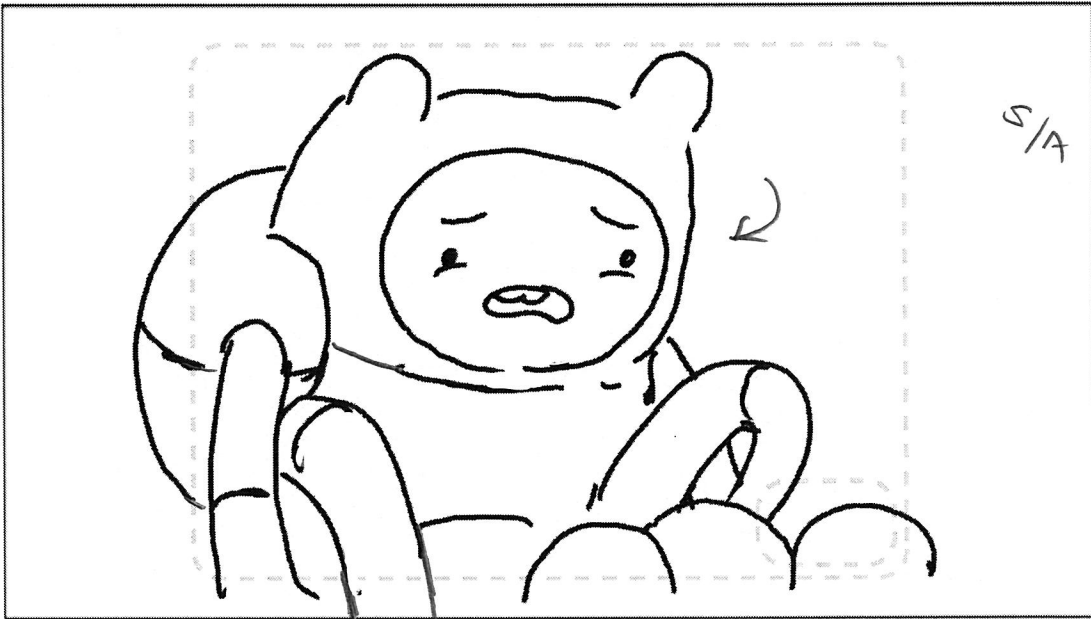


Sc. 135

Pnl. D

Bg.

day night



Dialog:	(F) SO YOU GUYS REALLY BELIEVE IN THE TREE SPIRIT?
Action:	LOOKS AT DAD
Timing:	

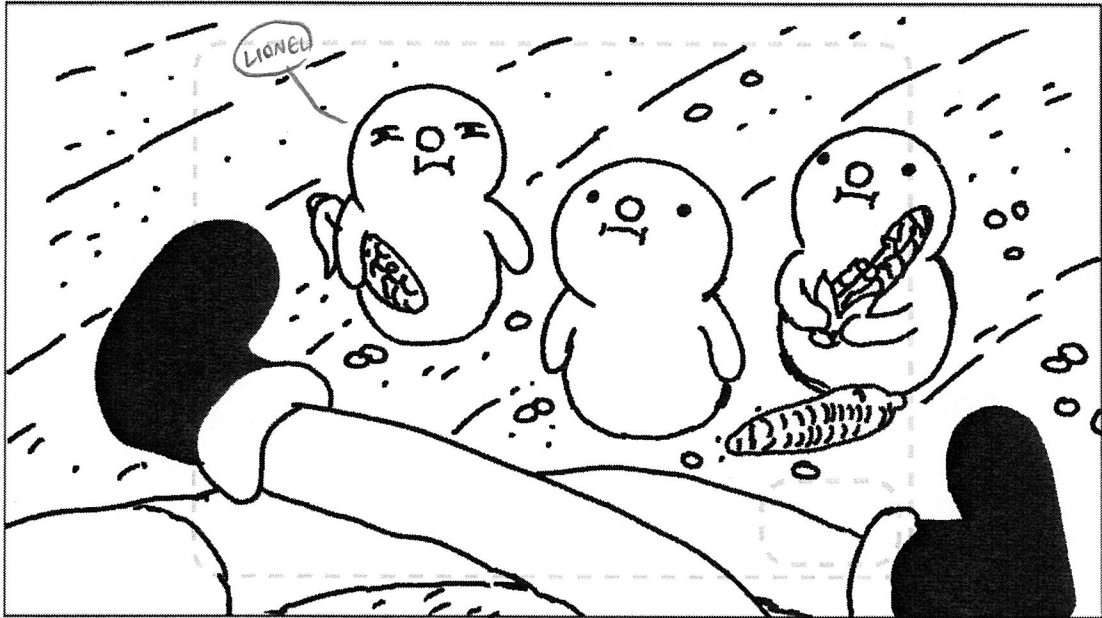
EPISODE # 1025-183  
Production :

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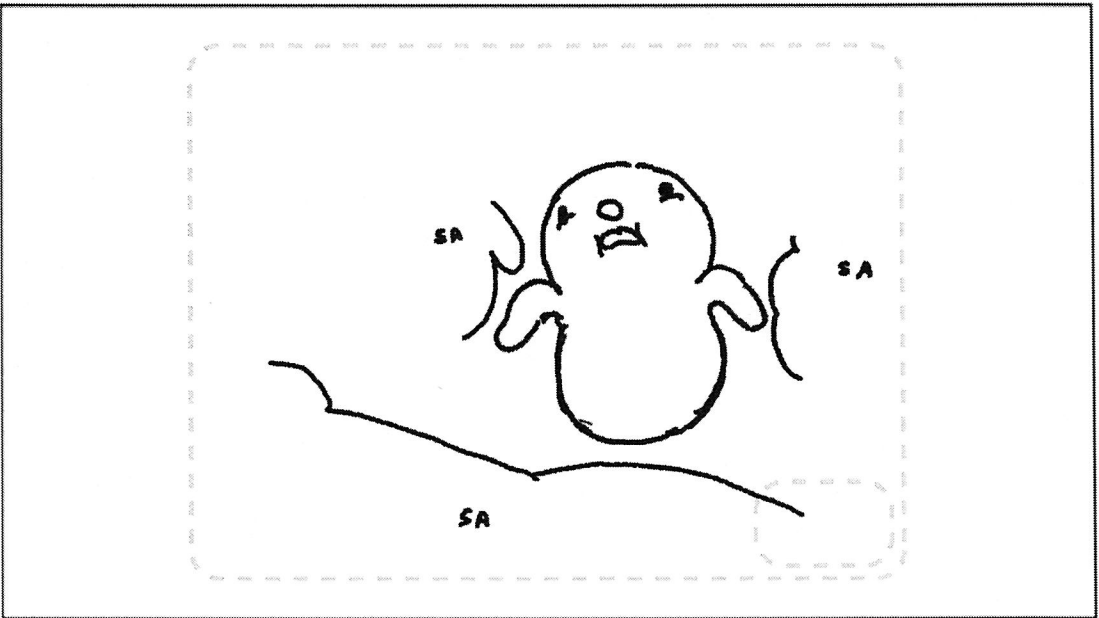
ADVENTURE TIME



Sc. 136 Pnl. A Bg. day night



Sc. 136 Pnl. B Bg. day night



Dialog:	(SD) EHH, NOT REALLY. I GUESS.
Action:	
Timing:	

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 136 Pnl. C Bg. day night

Sc. 137 Pnl. A Bg. day night

Dialog: SD: WE'RE KINDA JUST  
LOOKIN' TO HELP OUT. (E) MHN...

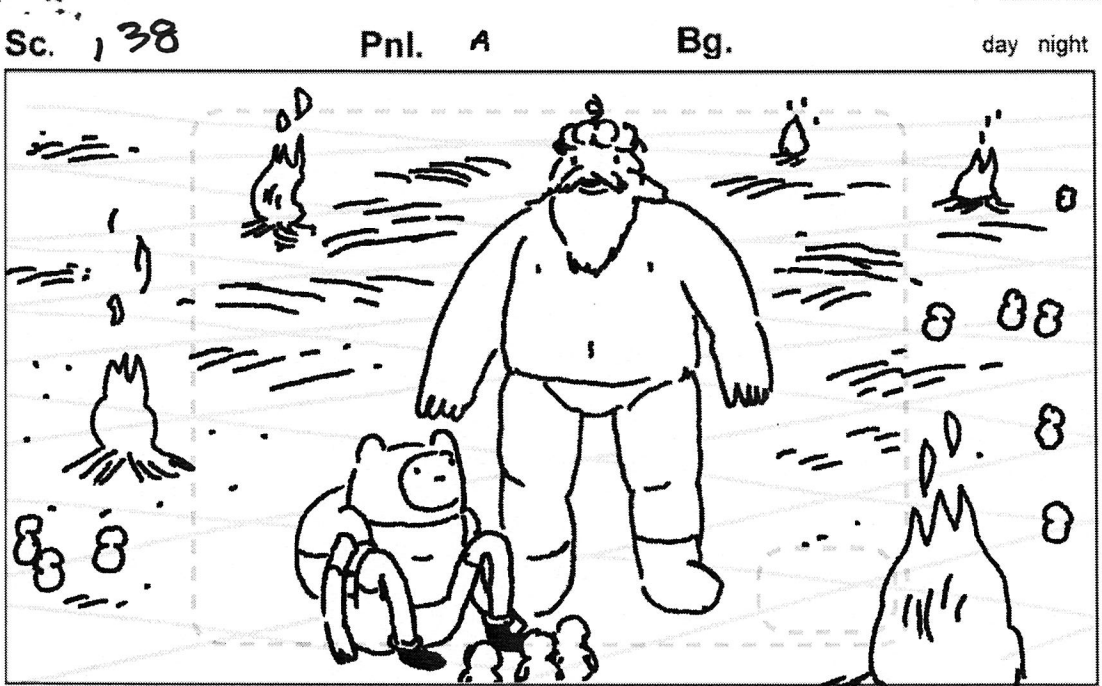
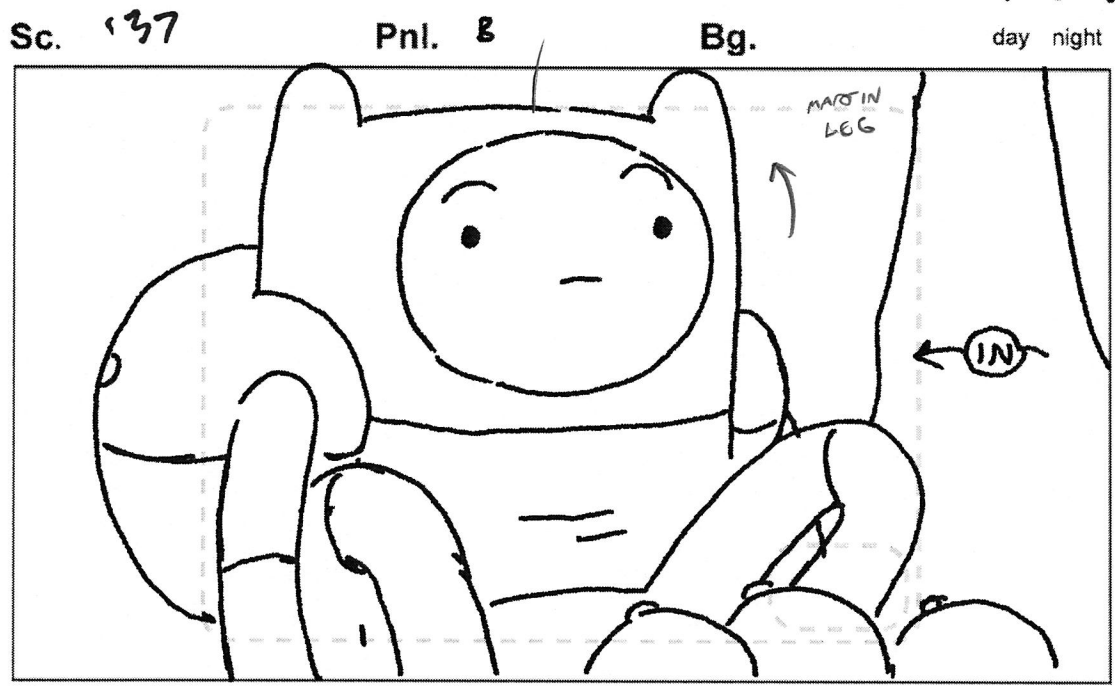
Action:

Timing:

EPISODE # 1025-183  
Production :



ADVENTURE TIME



Dialog:

2 (e/s) AYY!

Action: -M WALKS UP BEHIND F.

Timing:

DURING THE BEGINNING OF THE SCENE, 2 DUDES HOP OFF, THE SLEEPY ONE MOVES TOWARDS FINN.

1025-183

EPISODE #

Production :

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ADVENTURE TIME

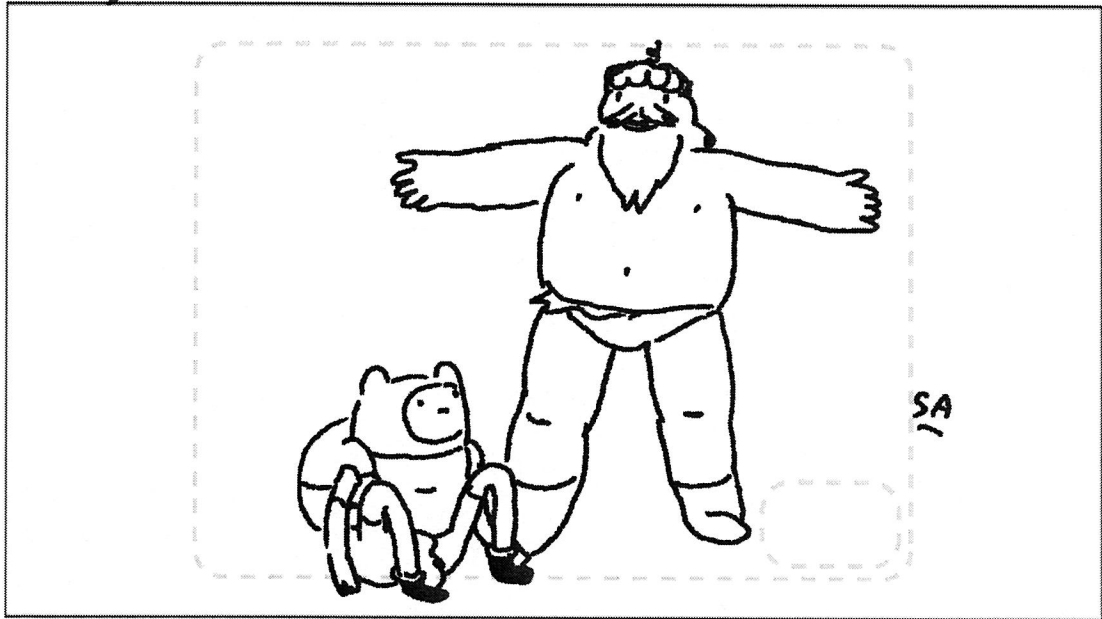


Sc. 138

Pnl. B

Bg.

day night

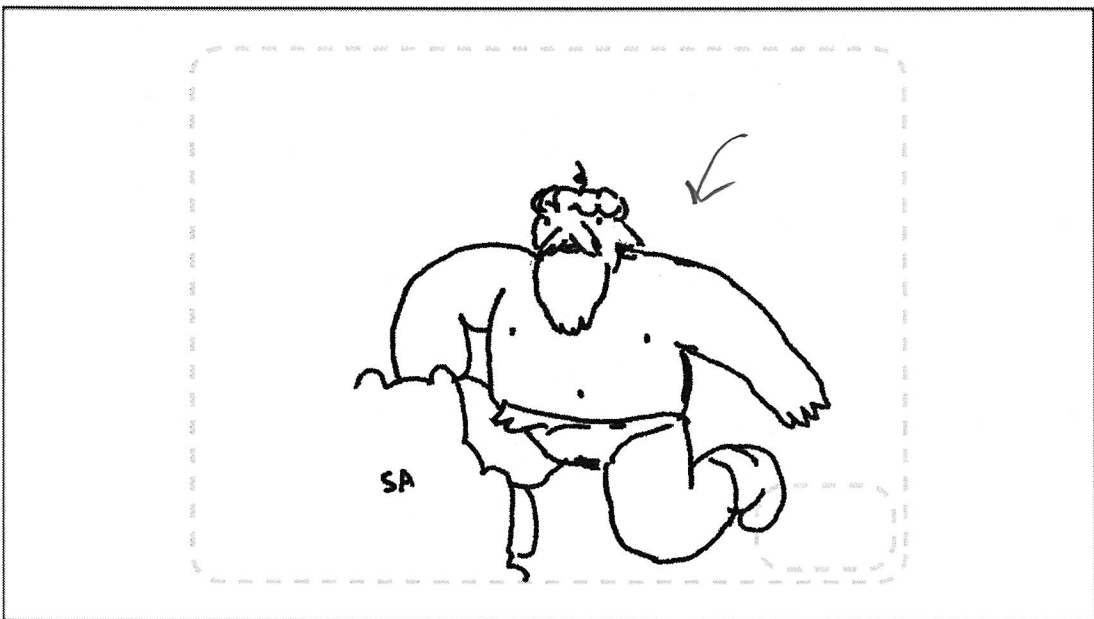


Sc. 138

Pnl. C

Bg.

day night



Dialog:

(M) IT'S FINN - WITH - THE - GRIN,  
MIND IF I SIT DOWN?

Action:

Timing:

EPISODE # 1025-183  
Production :

ADVENTURE TIME



Sc. 138 Pnl. D Bg. day night

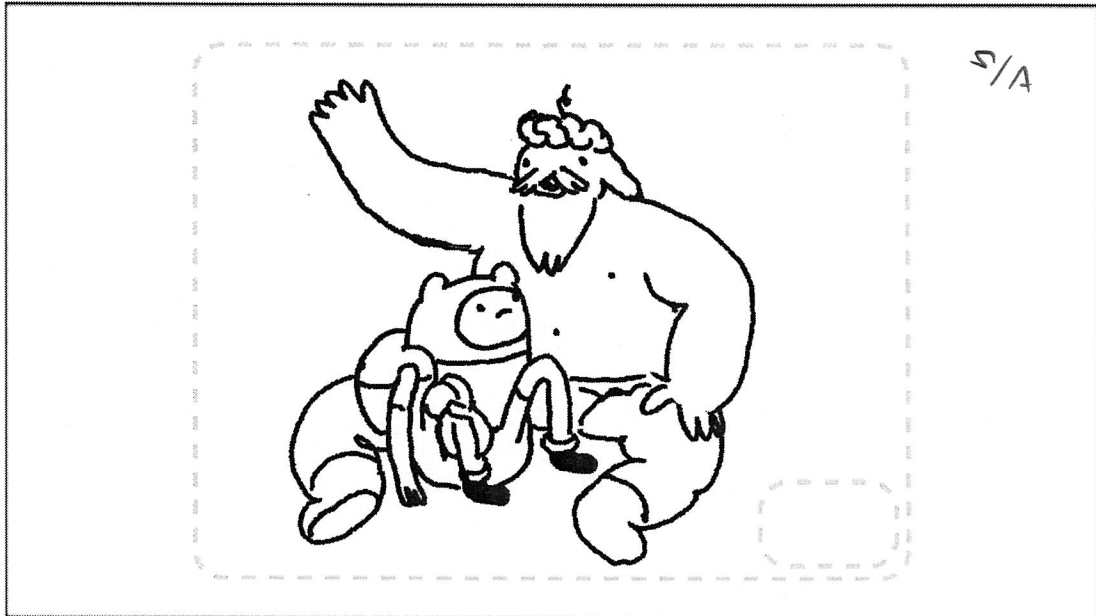


(FINN) = GRUNT =  
(M) = UNF. =

Action:  
- M. LEANS FORWARD INTO FINN  
- A.D.U. W/ ACTION.

Timing:

Sc. 138 Pnl. E Bg. day night



(M) HAHA! LOOK AT THIS!  
YOU EVER SEE SOMEONE  
SIT LIKE THIS?!



EPISODE # 1025-183  
Production :

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ADVENTURE TIME



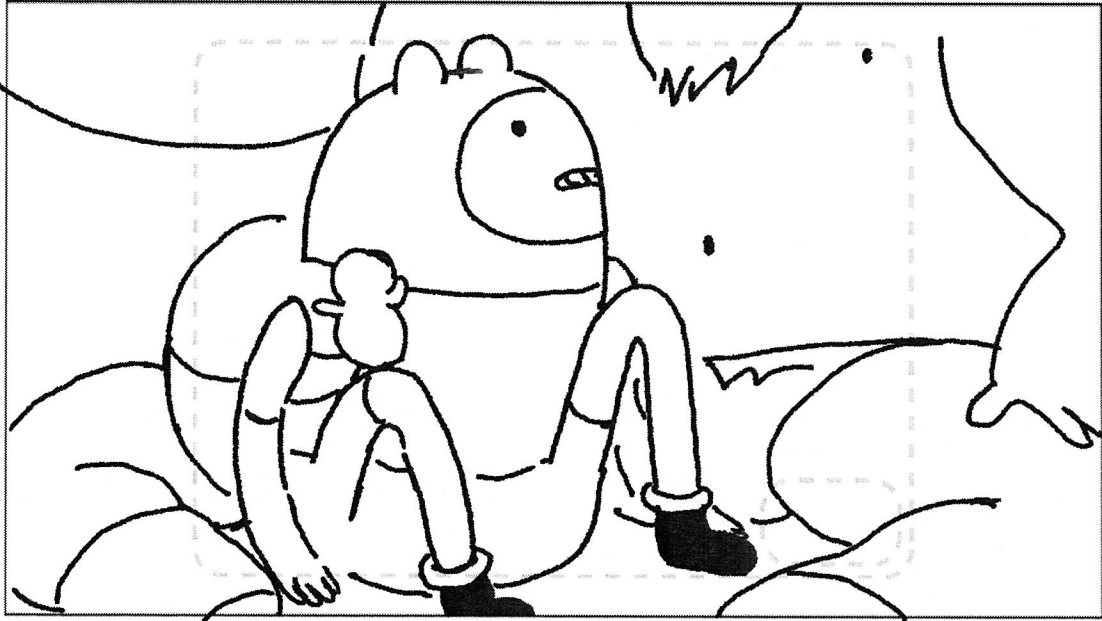
139

Sc. 139

Pnl. A

Bg.

day night

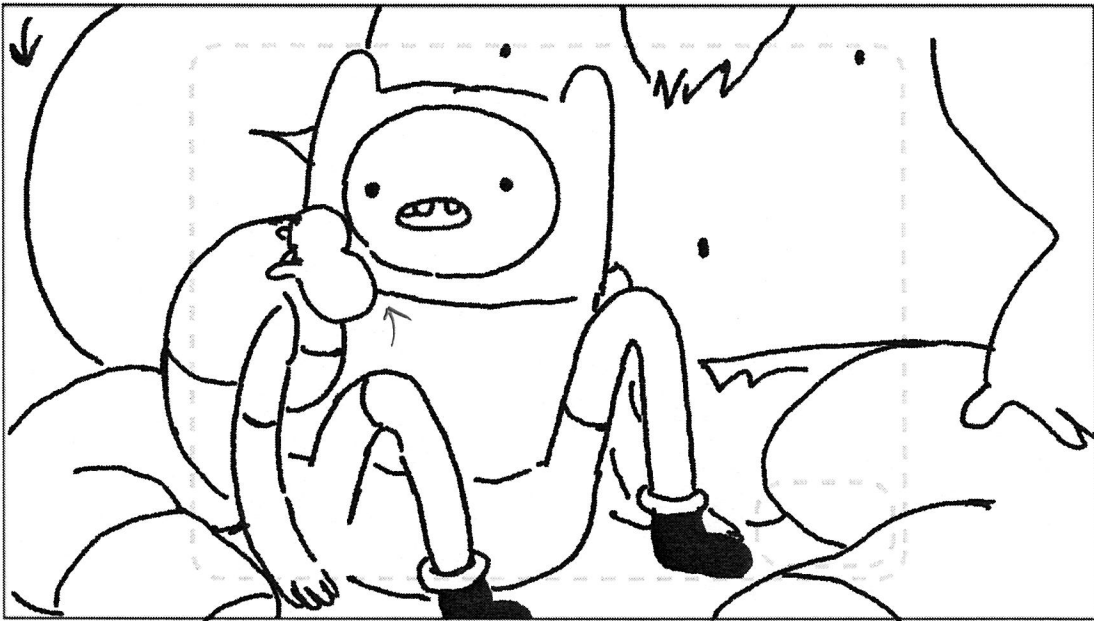


Sc. ~~139~~

Pnl. B

Bg.

day night



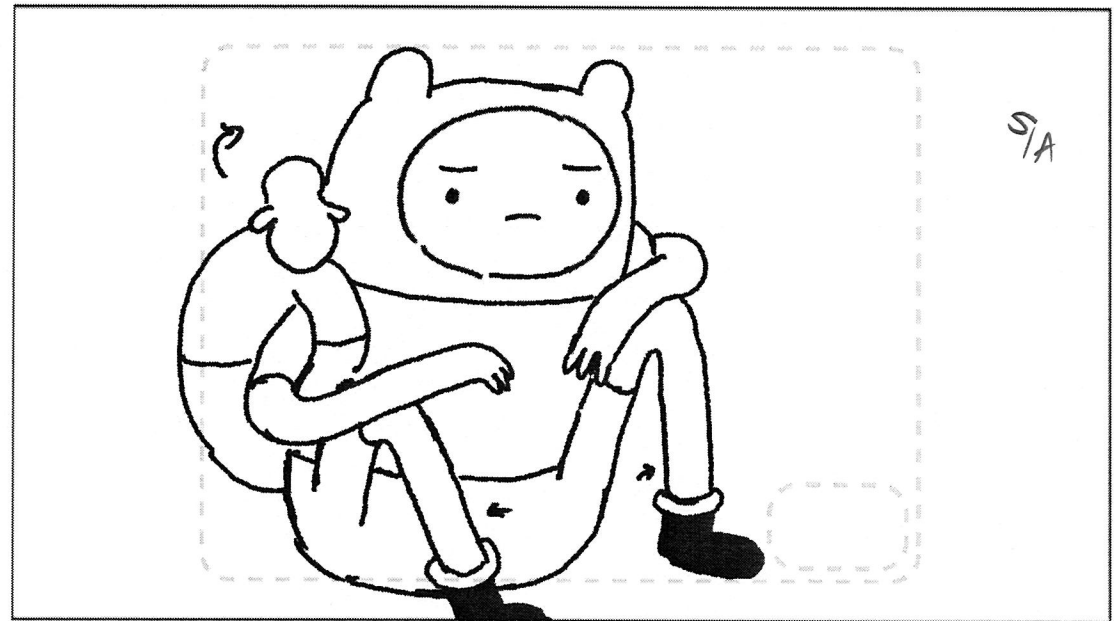
Dialog:	(F) I GUESS NOT.
Action:	-LIONEL CRAWLS ONTO BACKPACK.
Timing:	

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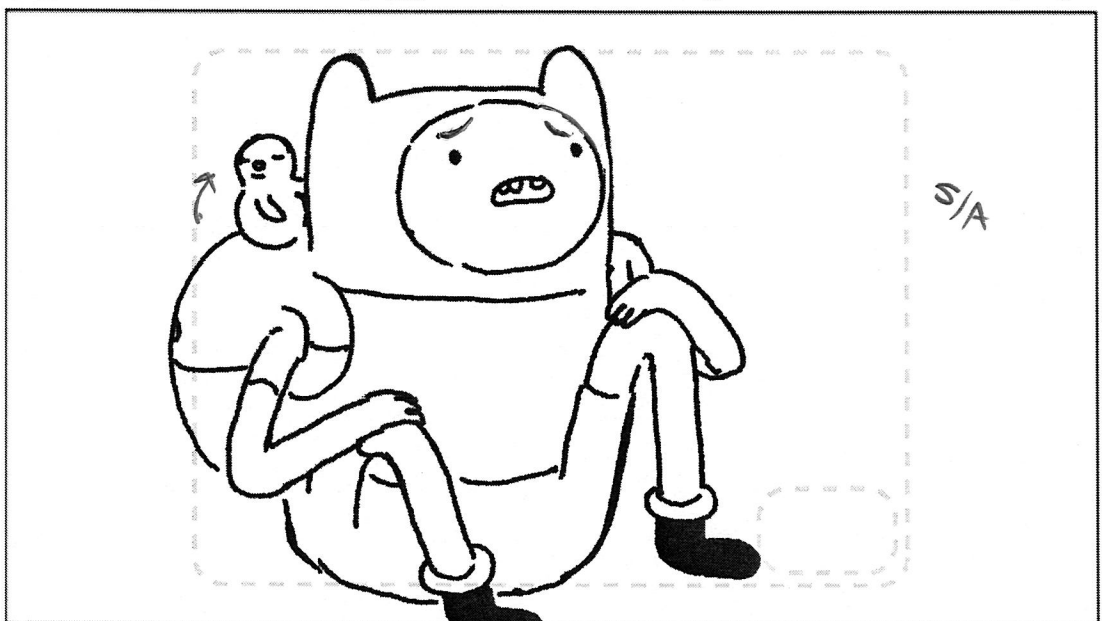
# ADVENTURE TIME



Sc. 139 Pnl. c Bg. day night



Sc. 139 Pnl. d Bg. day night



Dialog:	HEY ⓔ MARTIN?
Action:	- THIS IS THE SLEEPY DUDE - FROM EARLIER. (LIONEL)
Timing:	

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 190

Pnl. A

Bg.

day night

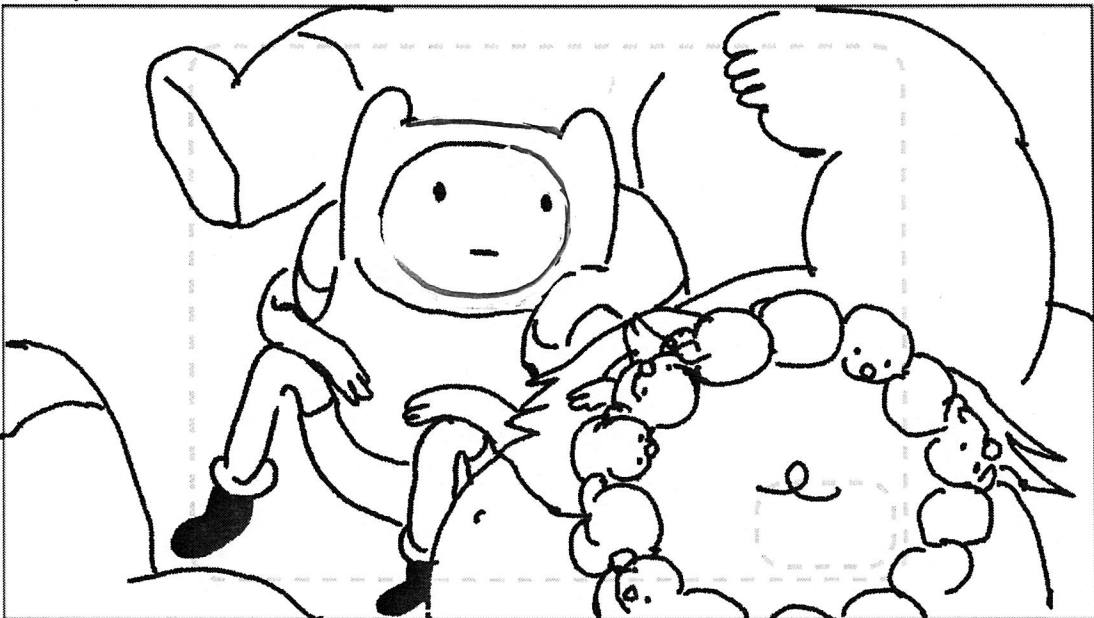


Sc. 191

Pnl. A

Bg.

day night



Dialog:

Ⓜ YEAH!

Action:

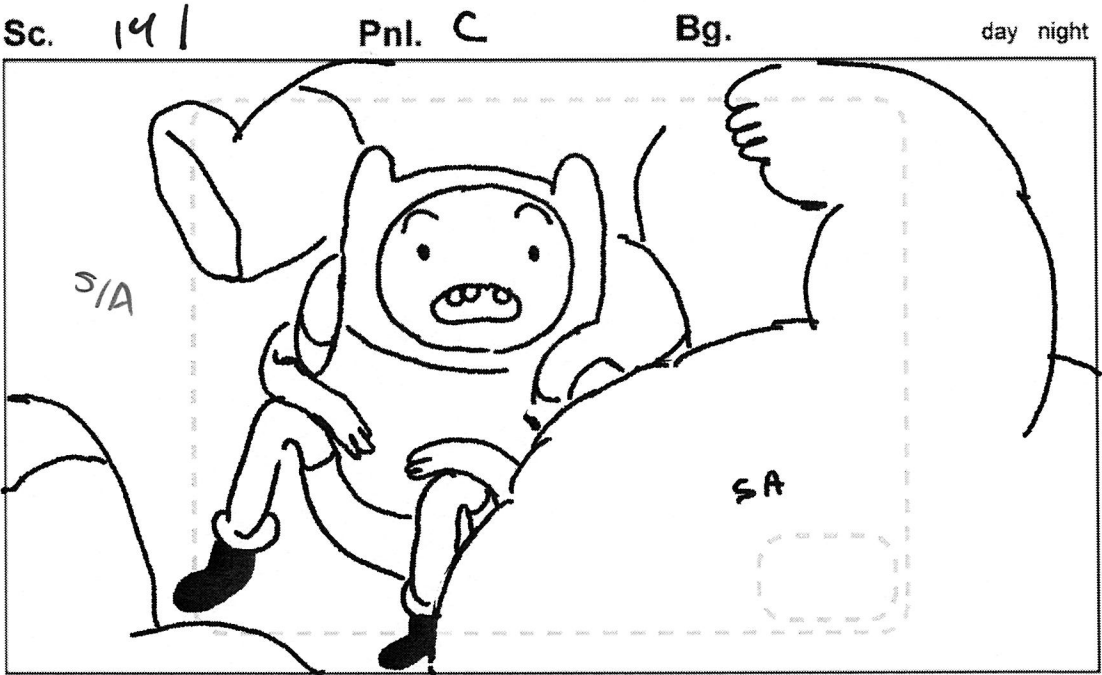
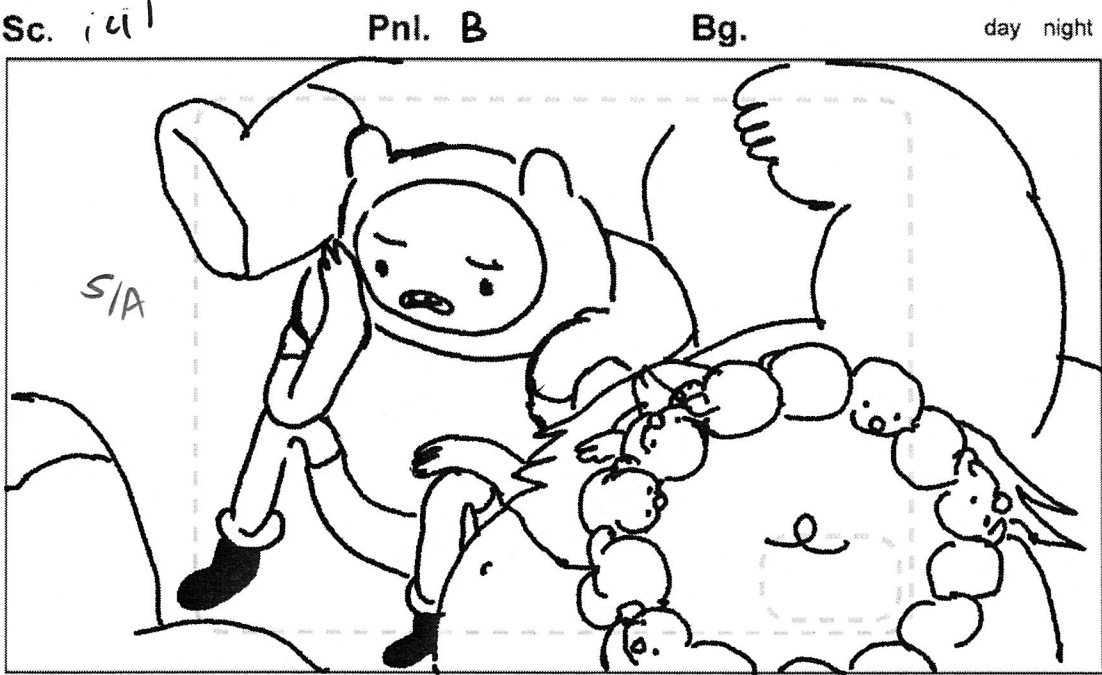
SAID LIKE HE'S  
AGREEING, NOT LIKE  
HE'S ANSWERING A  
QUESTION.

Timing:



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ADVENTURE TIME



Dialog:
<div>Ⓕ/ UH... I THINK I REALLY NEED SOME ANSWERS TO STUFF...</div> <div>Ⓕ/ LIKE WHERE DID I COME FROM? WHO IS MY MOM?</div>
Action:
Timing:

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ADVENTURE TIME

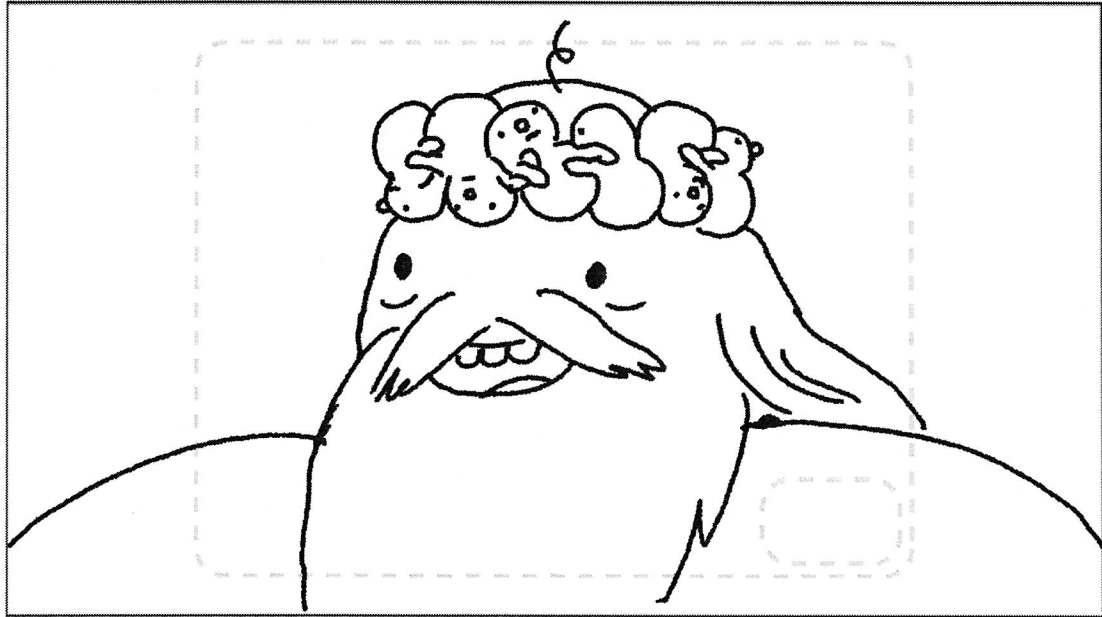


Sc. 142

Pnl. A

Bg.

day night

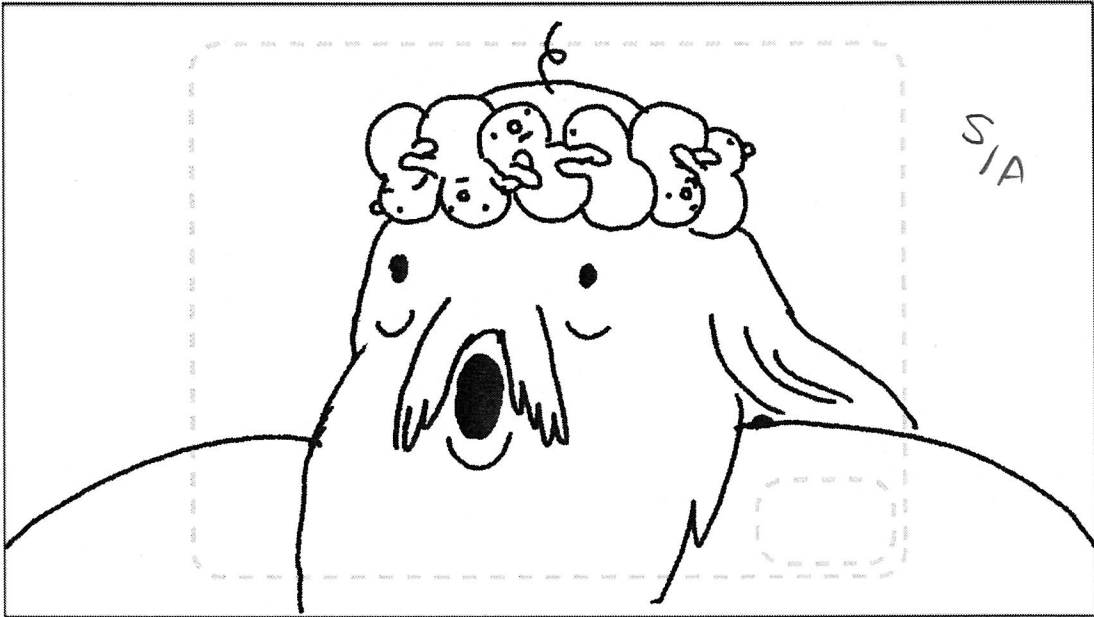


Sc. 142

Pnl. B

Bg.

day night



Dialog:

Ⓜ/ H A H A ,

Ⓜ/ W H O O P S !

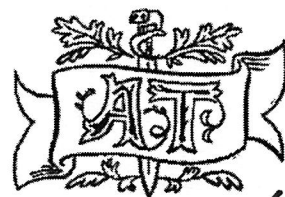
Action:

Timing:

EPISODE # 1025-183

Production :

ADVENTURE TIME



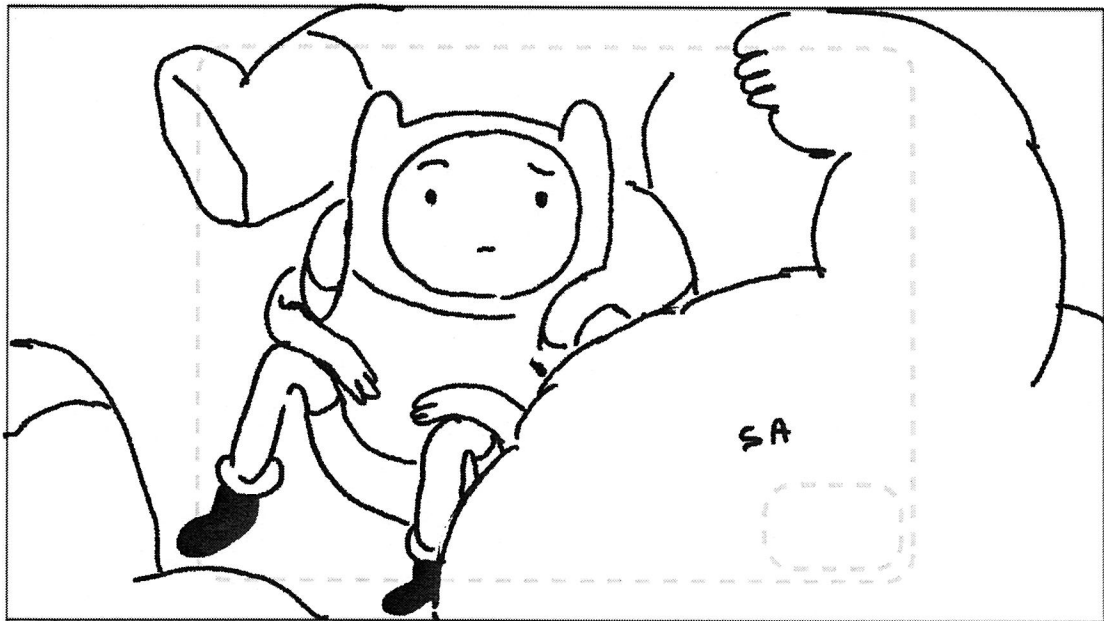
144

Sc. 143

Pnl. A

Bg.

day night

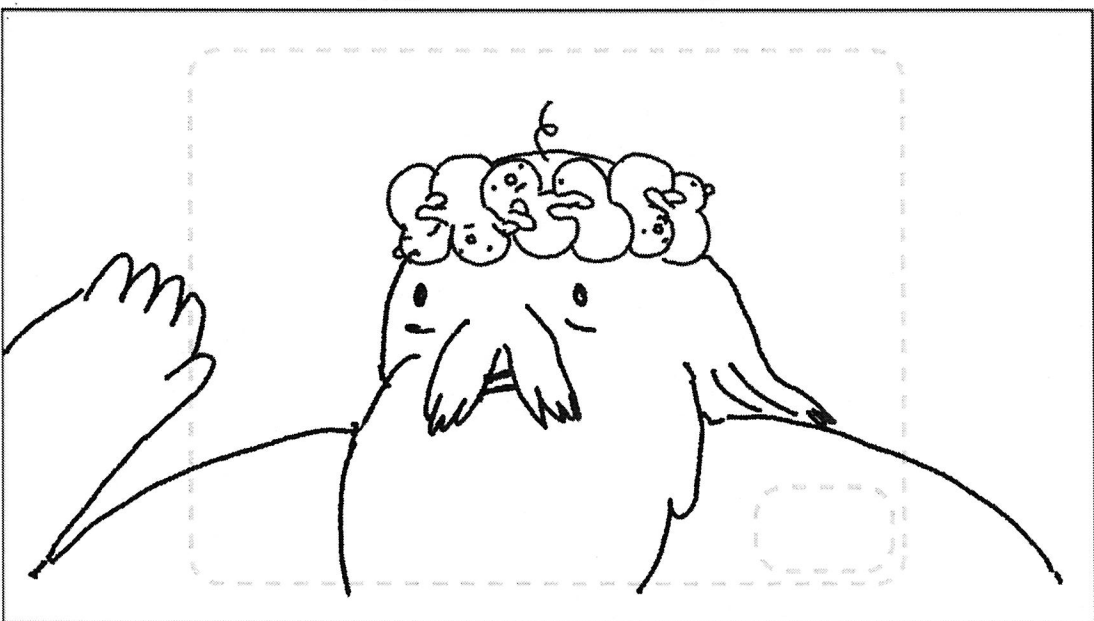


Sc. 144

Pnl. A

Bg.

day night

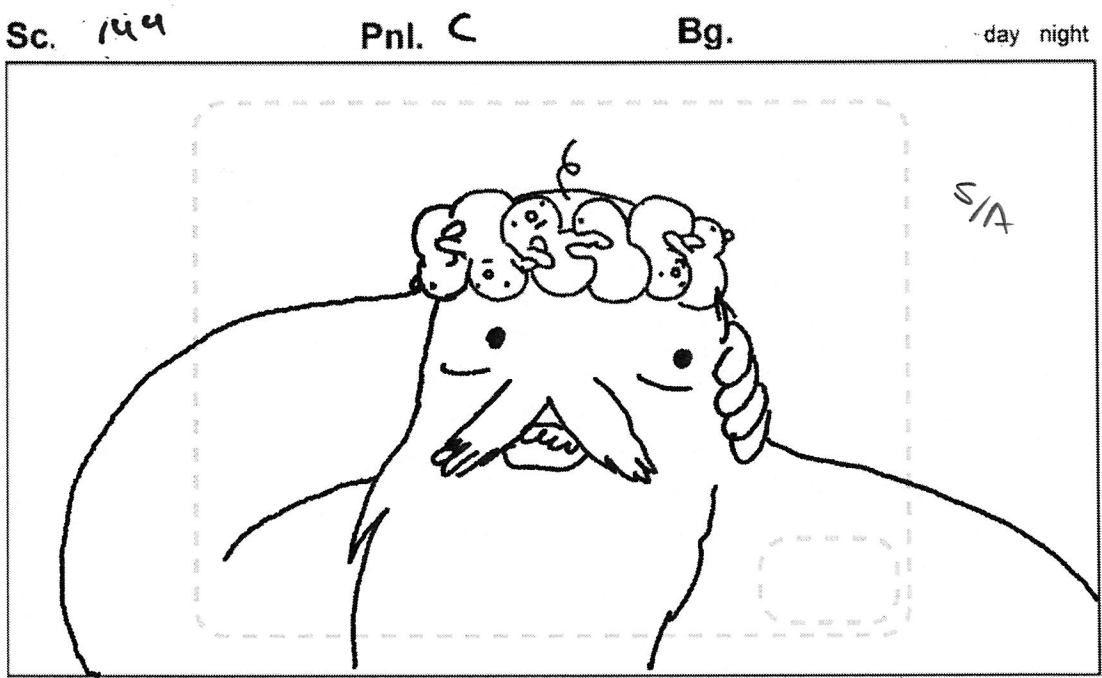
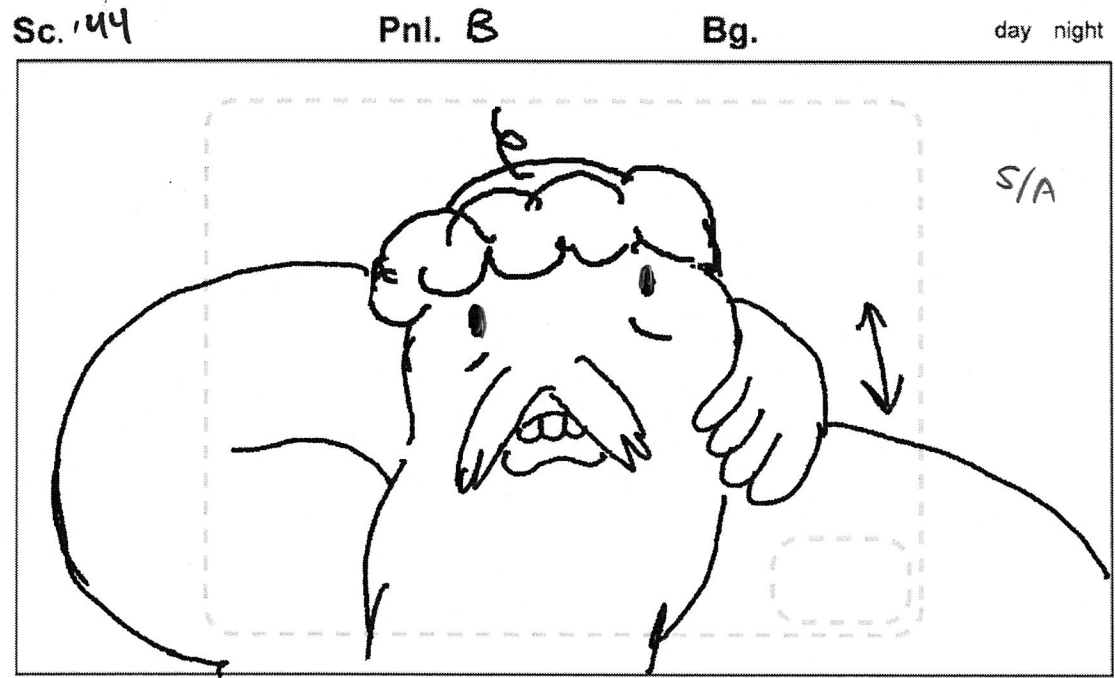


Dialog:
Action: BEAT
Timing: S.O.P.

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Dialog:	<p>(M) OKAY , LONG STORY SHORT, YOU WERE BORN ON A ... BOAT ...</p>	<p>(M) I GUESS .</p>
Action:	<p>M RUBS NECK A FEW TIMES.</p>	
Timing:		

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

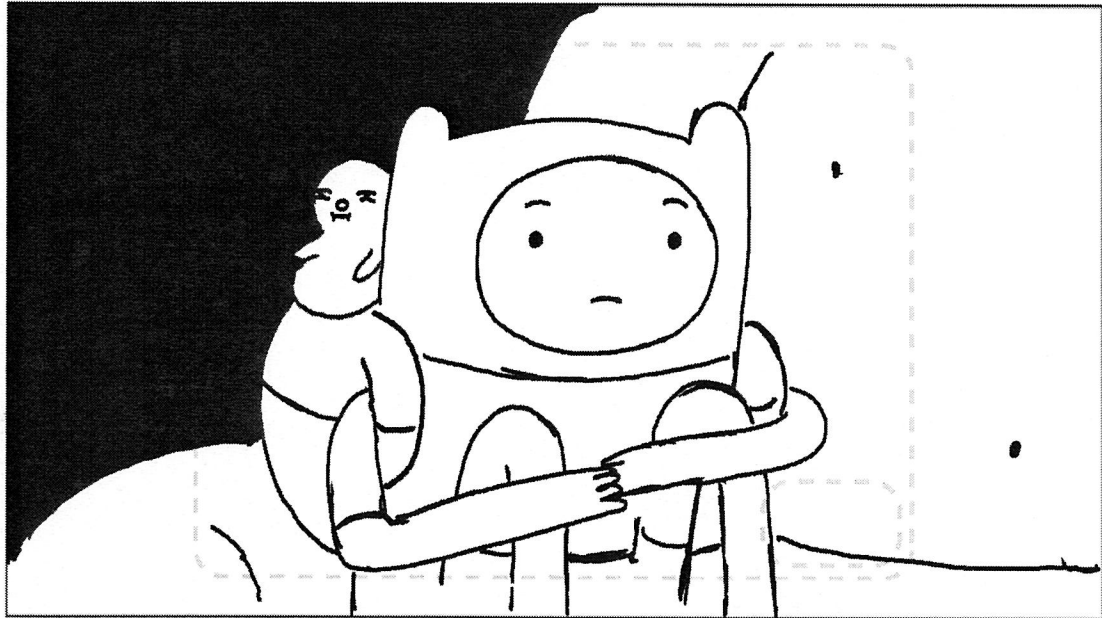


Sc. 49

Pnl. A

Bg.

day night

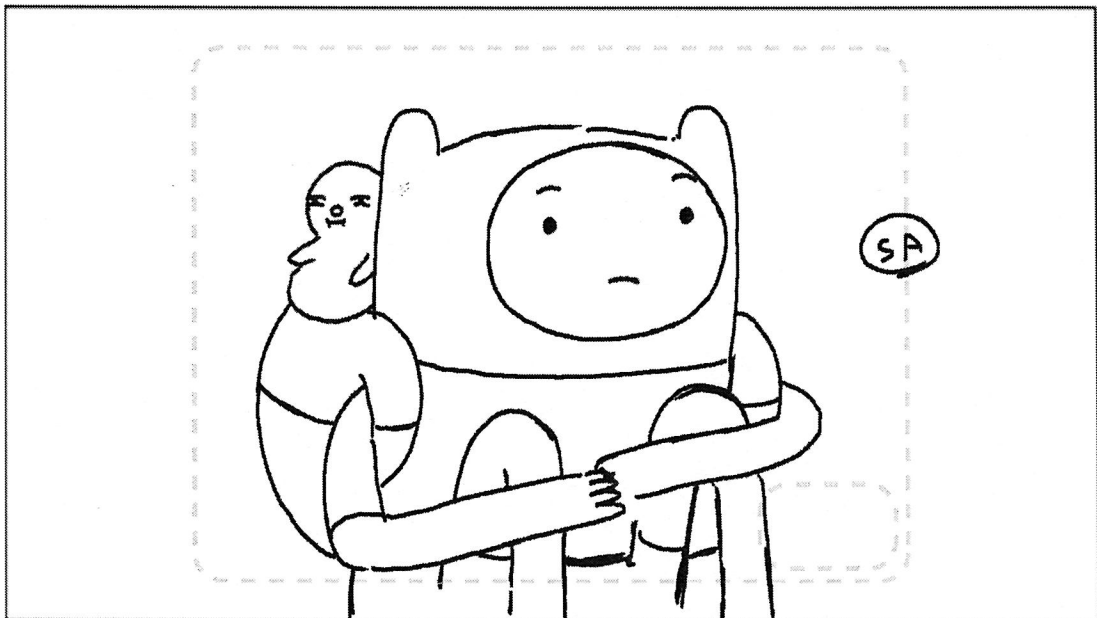


Sc. 45

Pnl. B

Bg.

day night



Dialog:
(SFX) RISING STORM & WAVES. (M) (o/s) LIKE... A BANANA BOAT.
Action:
Timing:

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Production :

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ADVENTURE TIME



Sc. 145

Pnl. C

Bg.

day night

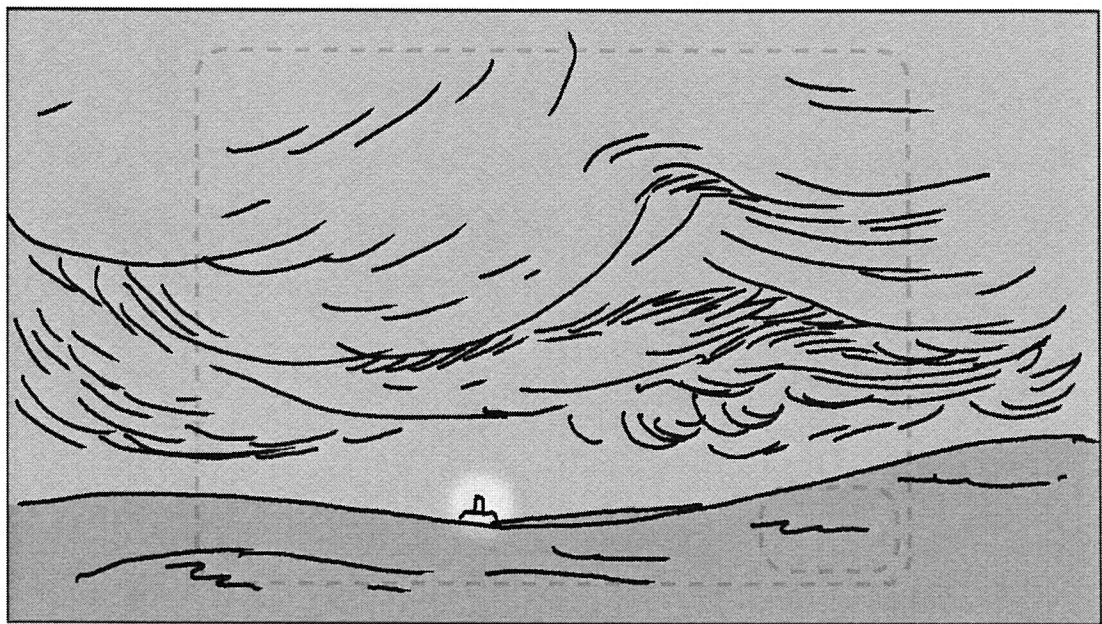


Sc. 146

Pnl. A

Bg.

day night



Dialog:

(SFX) LIGHTNING CRASH.

(O/S)

IN THE MIDDLE OF THE OCEAN.

(SFX) WIND, WAVES,

Action:

← CLOUDS MOVING —  
CLOUDS ROILING,  
IMPRESSIVE LOOKING.

Timing:

EPISODE # 1025-183  
Production :



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# ADVENTURE TIME

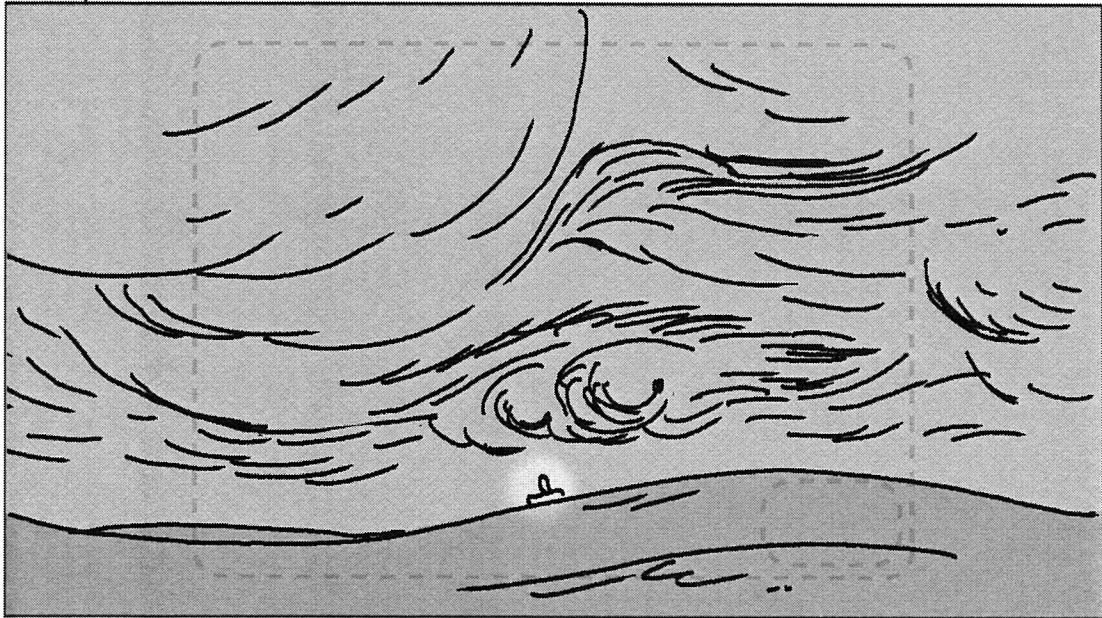


Sc. 146

Pnl. B

Bg.

day night

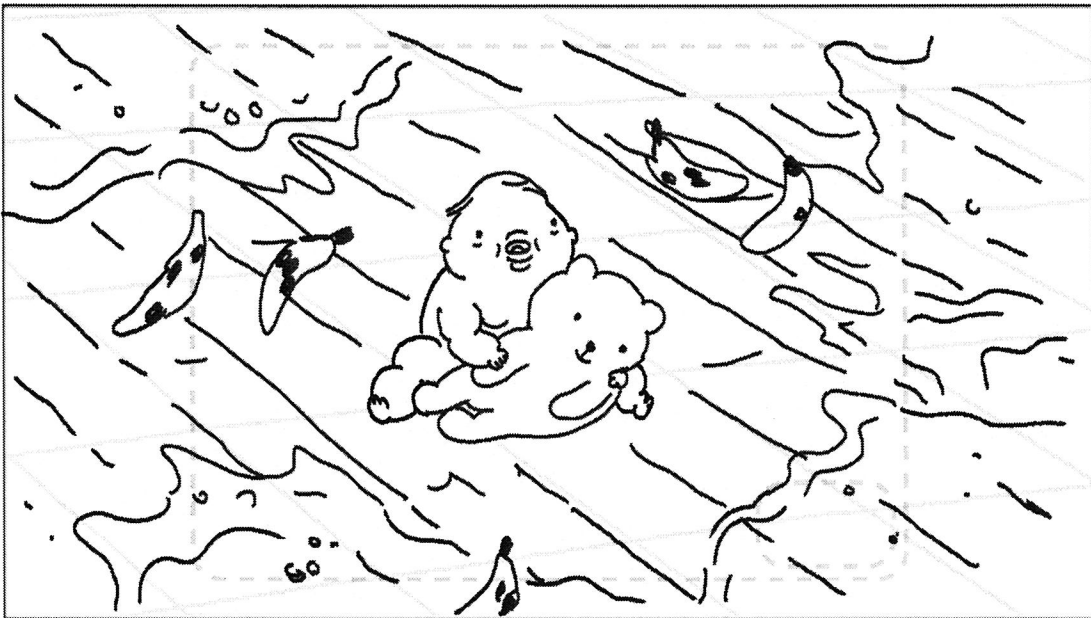


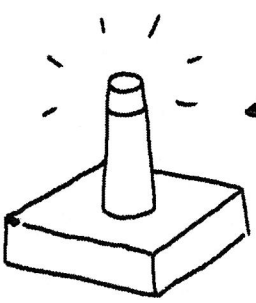
Sc. 147

Pnl. A

Bg.

day night

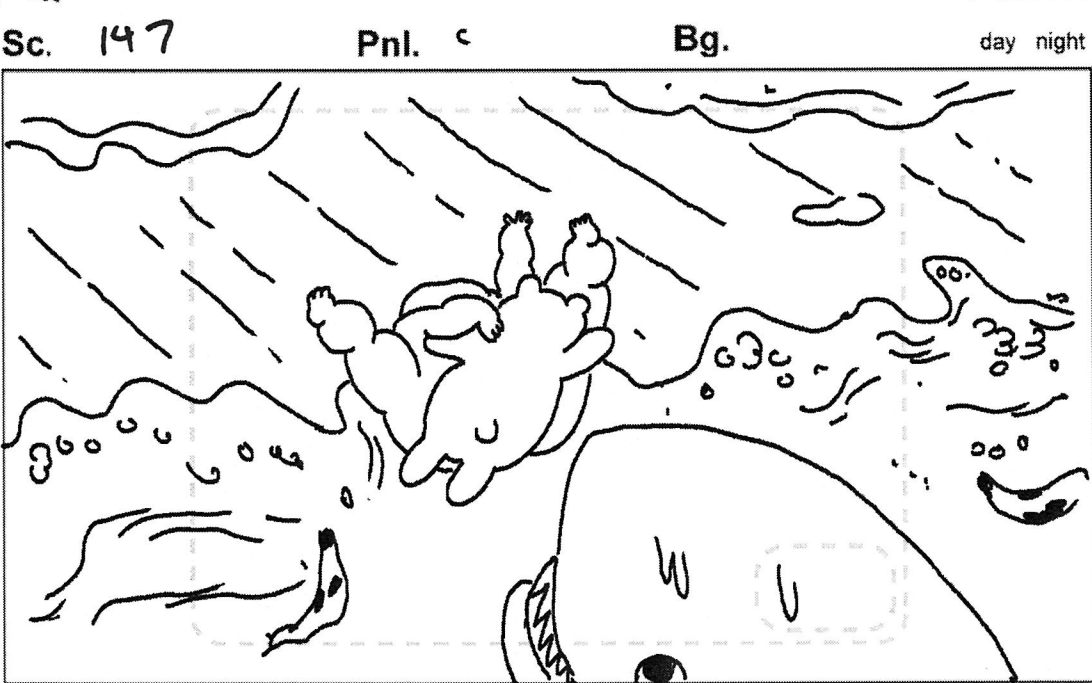
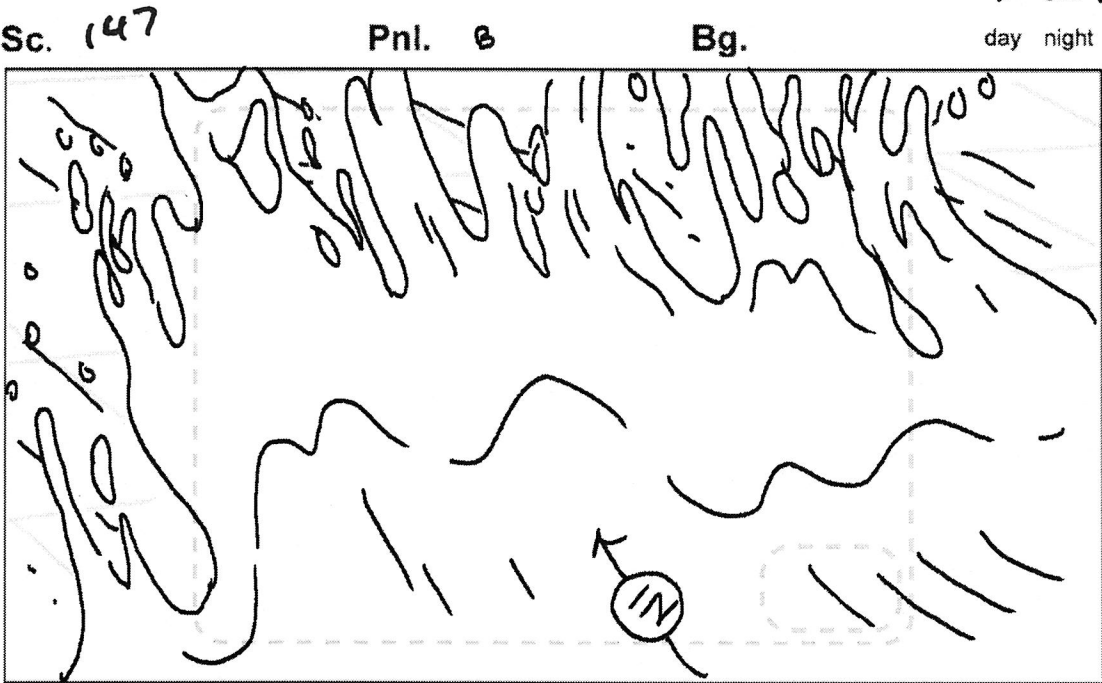


Dialog:	<p>(M) (0/5) SO... ALL KINDS OF STUFF TRIED TO EAT YOU.</p>	
Action:	<p>← RUFF SHIP DESIGN.</p>	
Timing:		<ul style="list-style-type: none"><li>- ONE - DAY - OLD FINN, WITH A <u>WHITE</u> TEDDY BEAR.</li><li>- ON A WET, WOODEN DECK WITH BANANAS.</li><li>- PUDDLES &amp; BANANAS NOT PART OF THE BG.</li></ul>

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Dialog:	(SFX) CRASH! (O/S) (M) WHALES AND FISH ...
Action:	
Timing:	

Production :  
EPISODE # 1025-183

ADVENTURE TIME

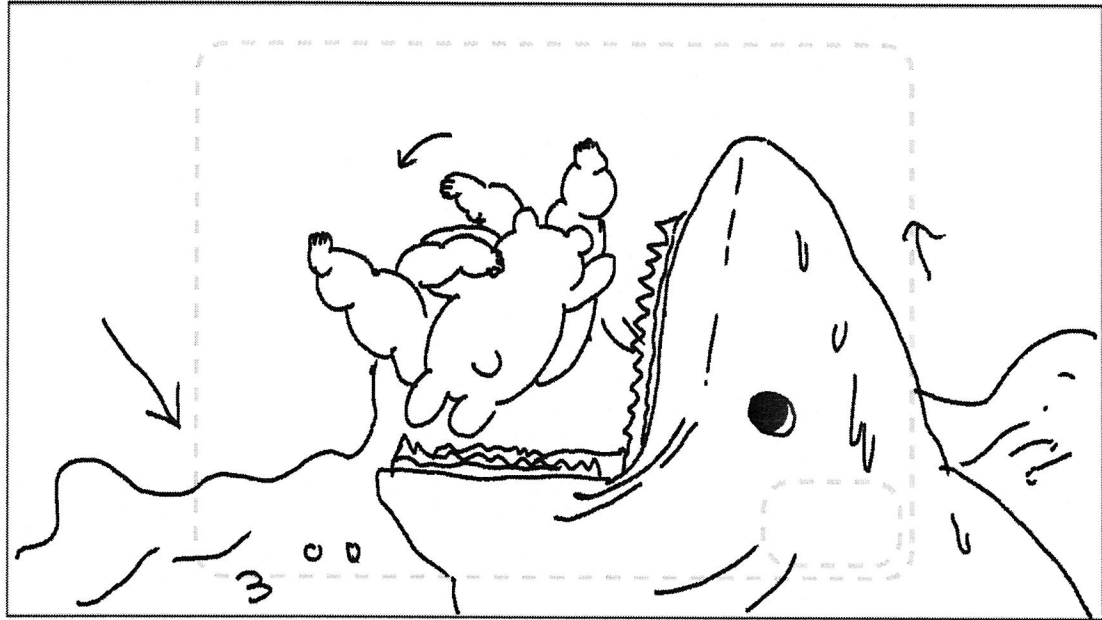


Sc. 147

Pnl. D

Bg.

day night

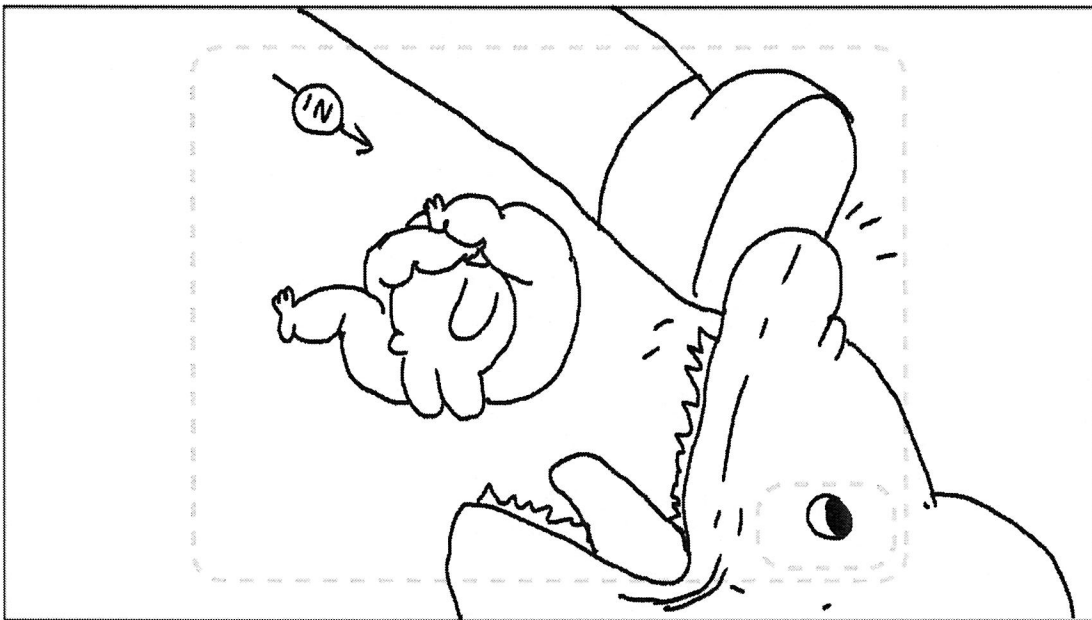


Sc. 147

Pnl. E

Bg.

day night



Dialog:

SFX: \* WHAM! \*

Action:

- WATER SWEEPS OUT,  
- SHARK GETS READY TO BITE -

- MARTIN KICKS IT IN THE SNOOT.

Timing:

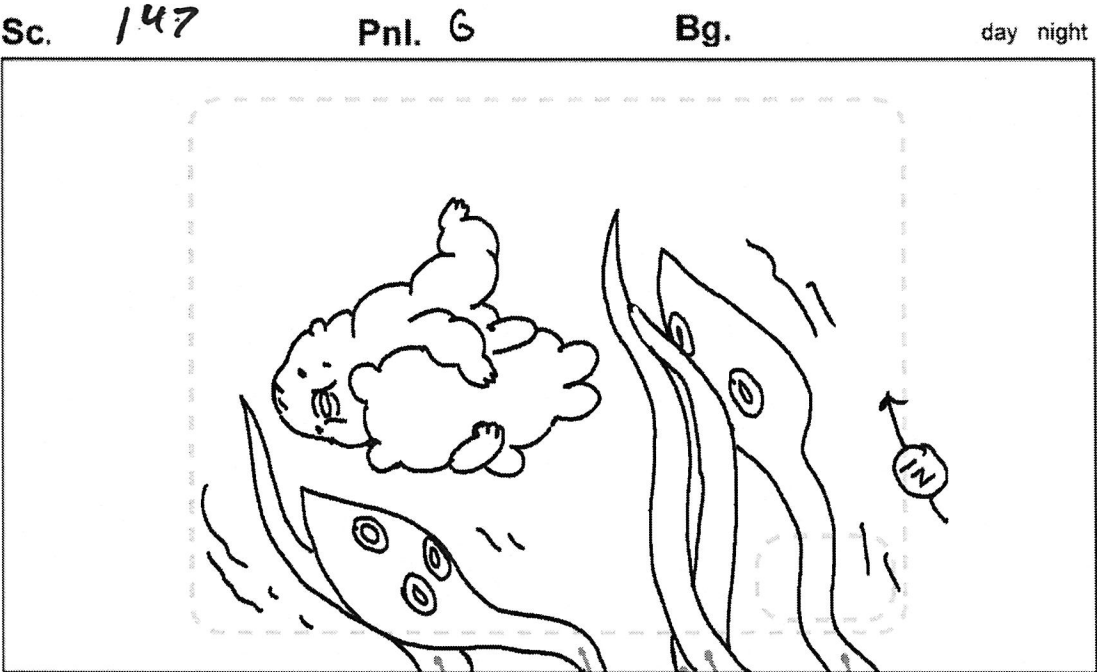
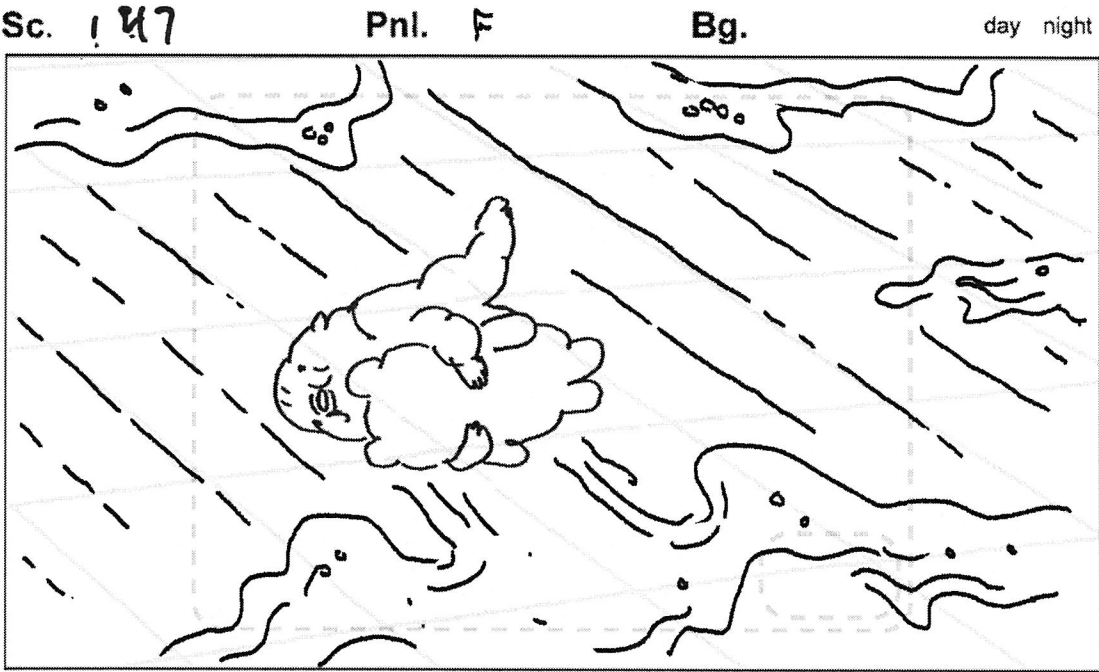
Production :

EPISODE #

1025-183

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ADVENTURE TIME



Dialog:

(0/s)

2 ... SQUIP S ...

Action:

Timing:

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ADVENTURE TIME

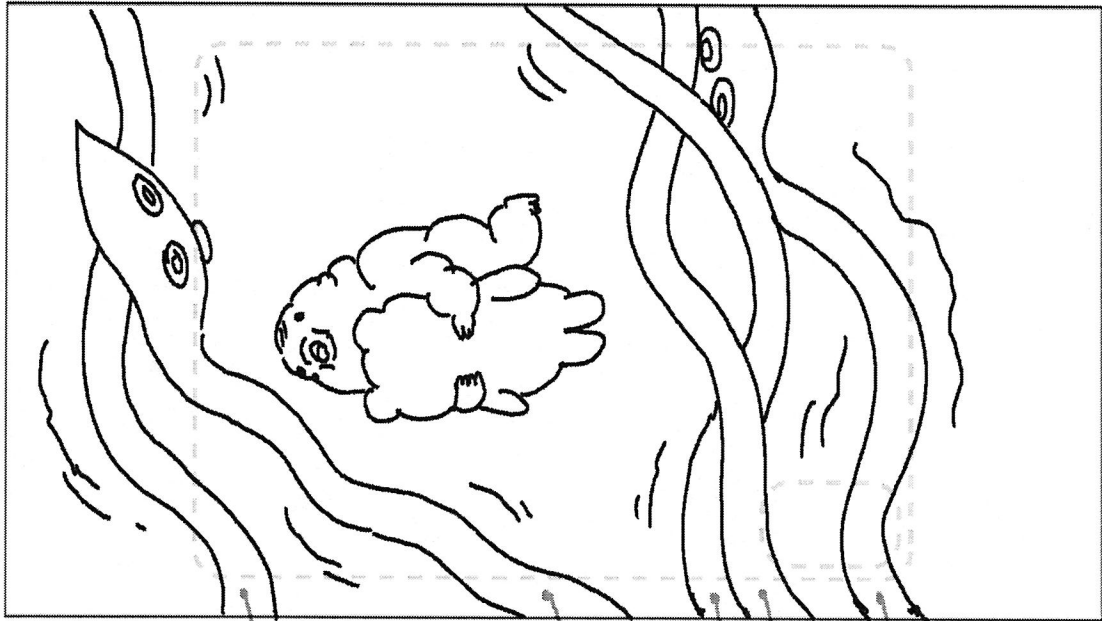


Sc. 147

Pnl. 4

Bg.

day night



Dialog:

Action:

RAPID FLAILING.

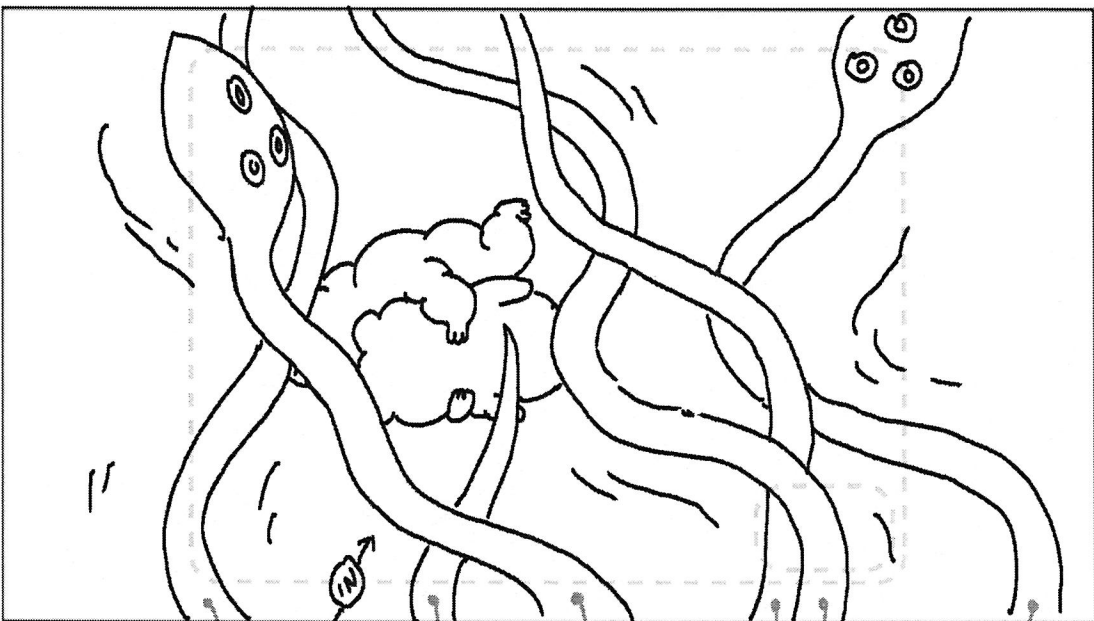
Timing:

Sc. 147

Pnl. 1

Bg.

day night



EPISODE # 1025-183

Production :

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ADVENTURE TIME

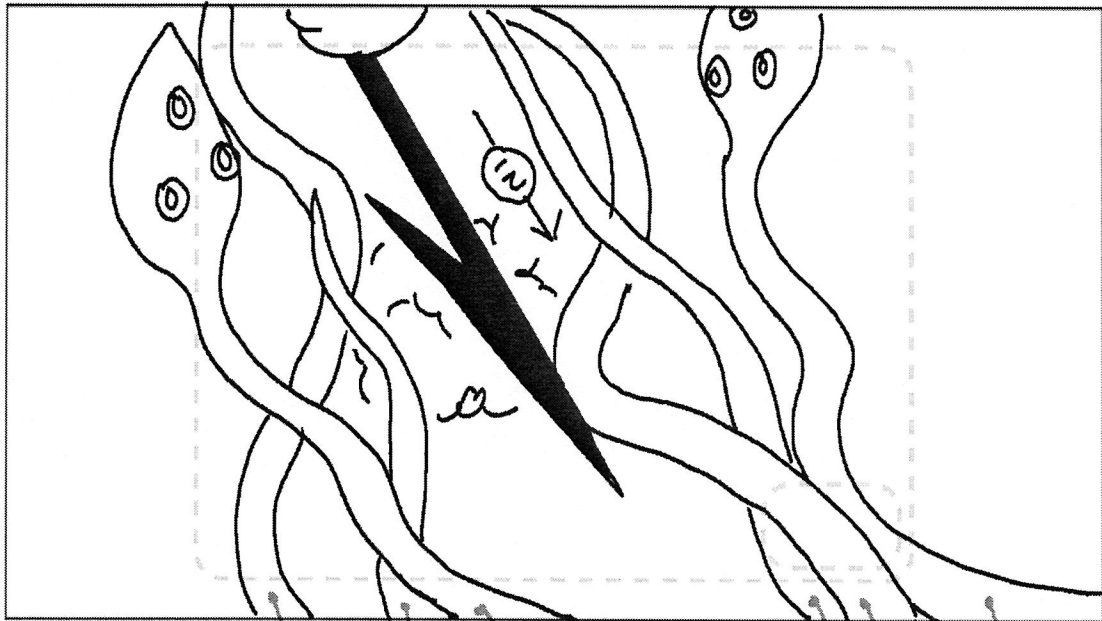


Sc. 147

Pnl. J

Bg.

day night



Dialog:

Action:

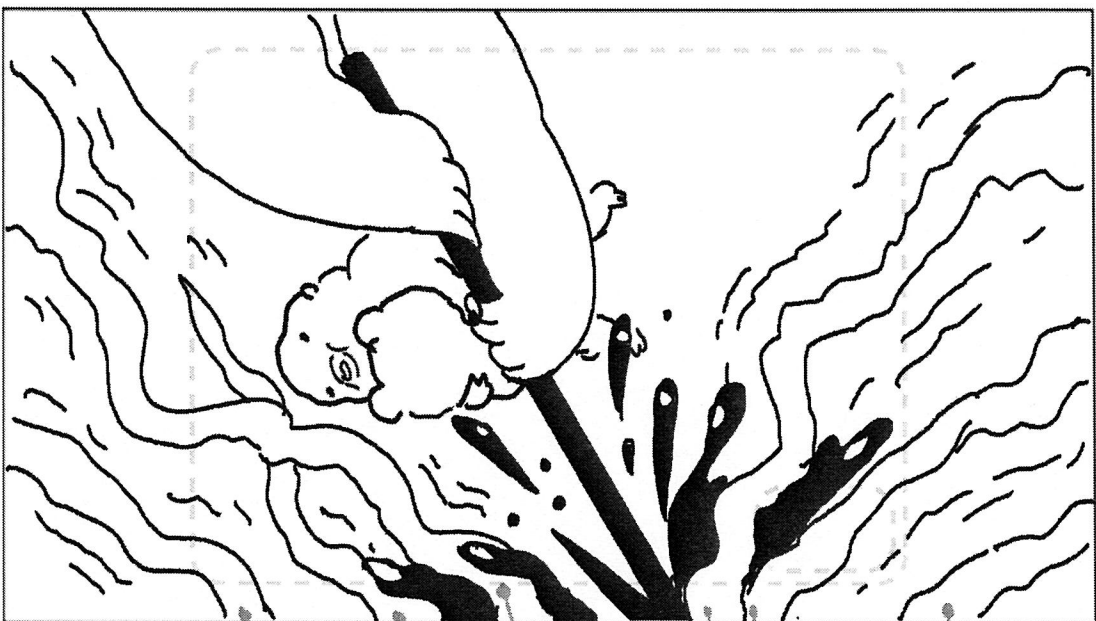
Timing:

Sc. 147

Pnl. K

Bg.

day night



SFX: \*POIT!\*

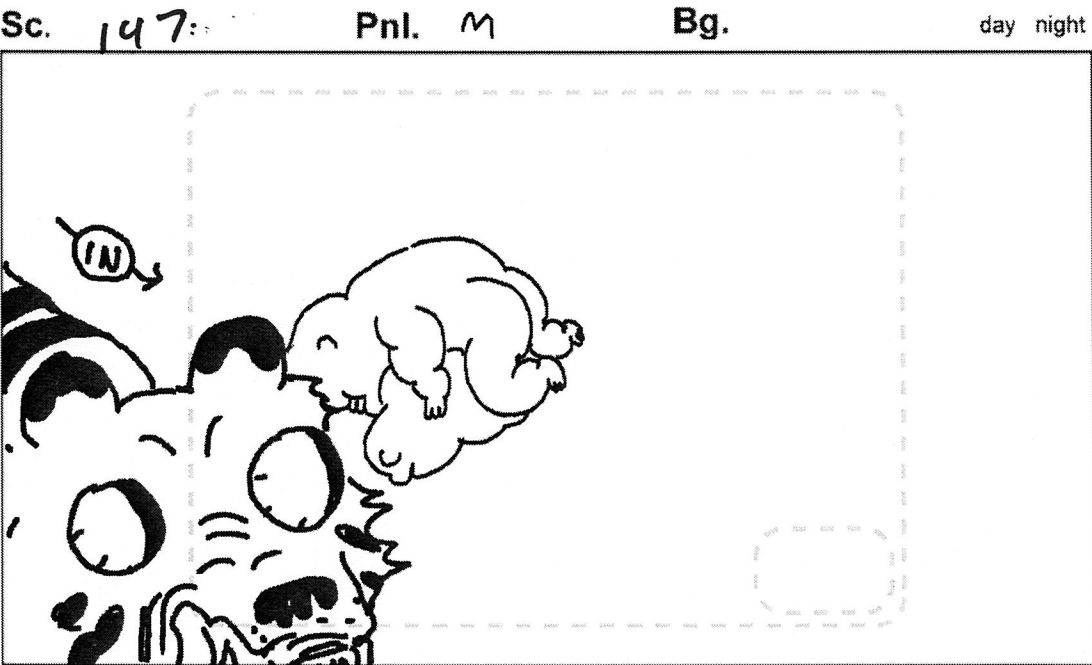
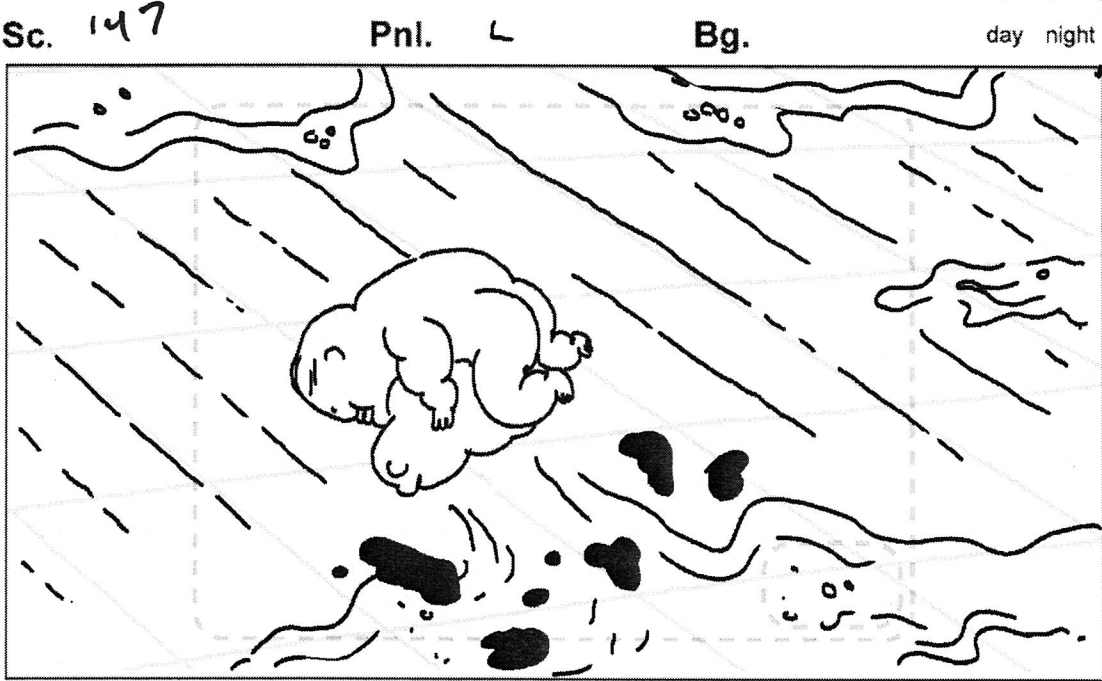
MARTIN HARPOONS  
SQUID, INK.

EPISODE # 1025-183  
Production :



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ADVENTURE TIME



Dialog:	(M) (o/s) VH...	(M) (o/s) THERE WAS A TIGER...
Action:		A WEIRD WHITE TIGER.
Timing:		

1025-183  
EPISODE #  
Production :

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ADVENTURE TIME

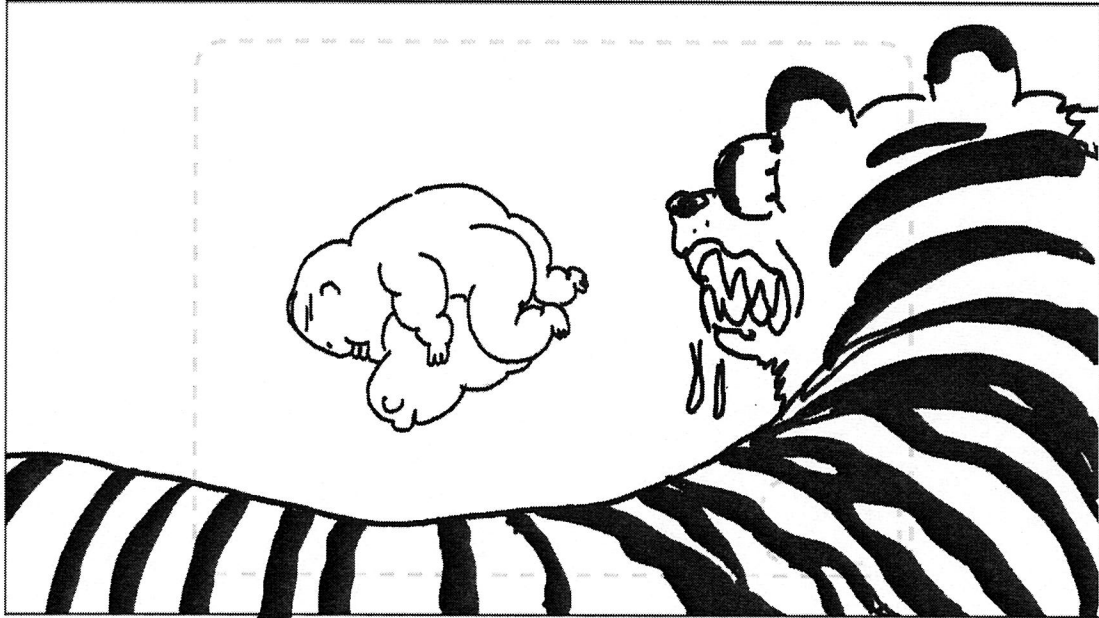


Sc. 147

Pnl. N

Bg.

day night

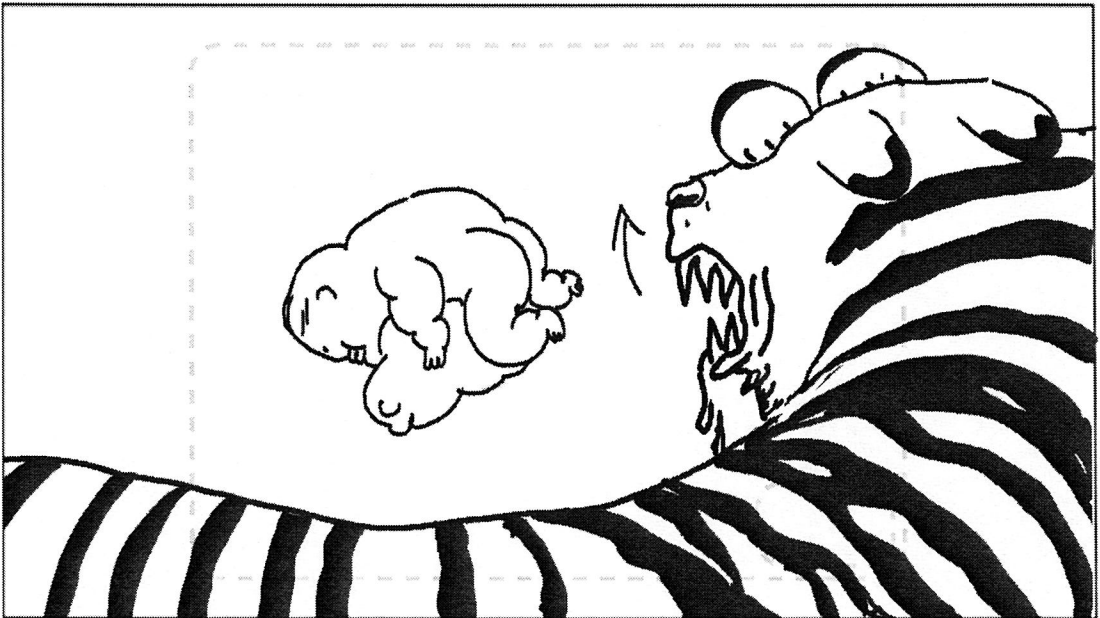


Sc. 147

Pnl. O

Bg.

day night



Dialog:
Action:
Timing:

TIGER SPOTS MARTIN.

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ADVENTURE TIME



Sc. 147

Pnl. P

Bg.

day night

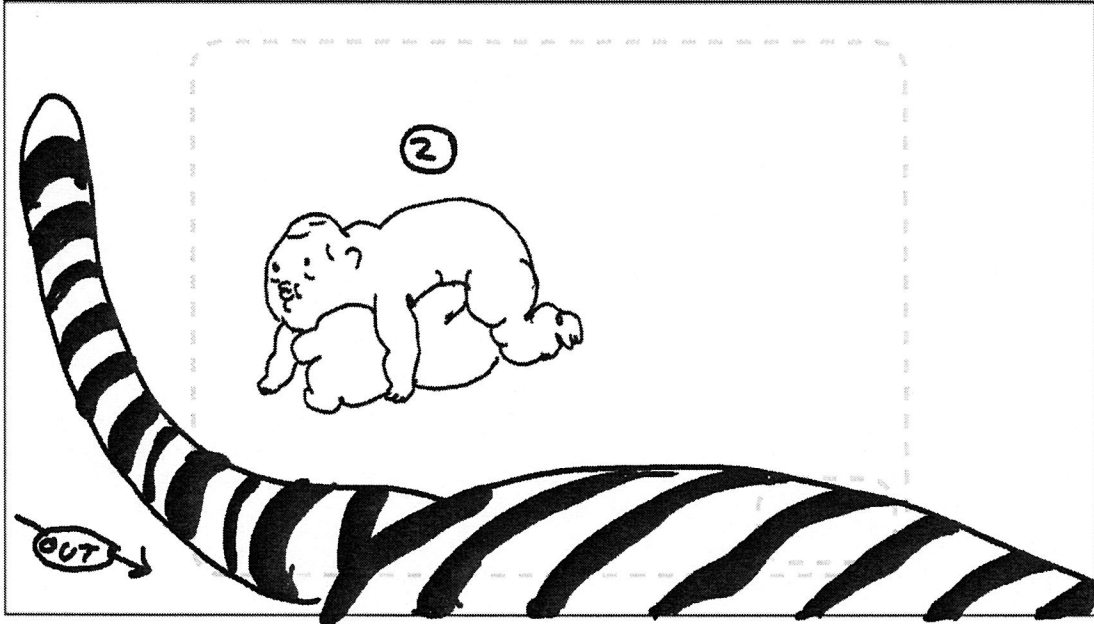


Sc. 147

Pnl. Q

Bg.

day night

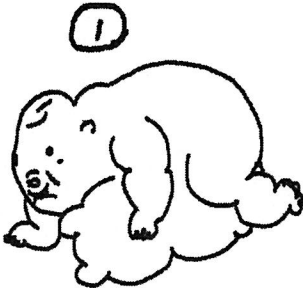


Dialog:

(SFX) SCAP. 'E (M) (O/S) AND . . .

Action:

Timing:



TIGER  
RUNS  
OFF

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

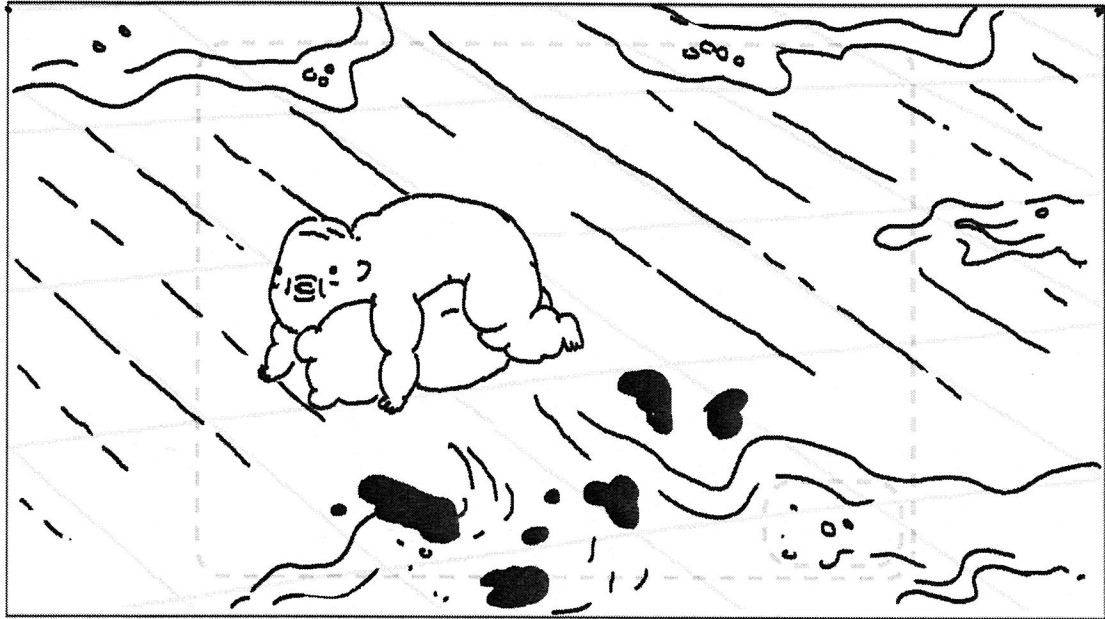


Sc. 147

Pnl. R

Bg.

day night

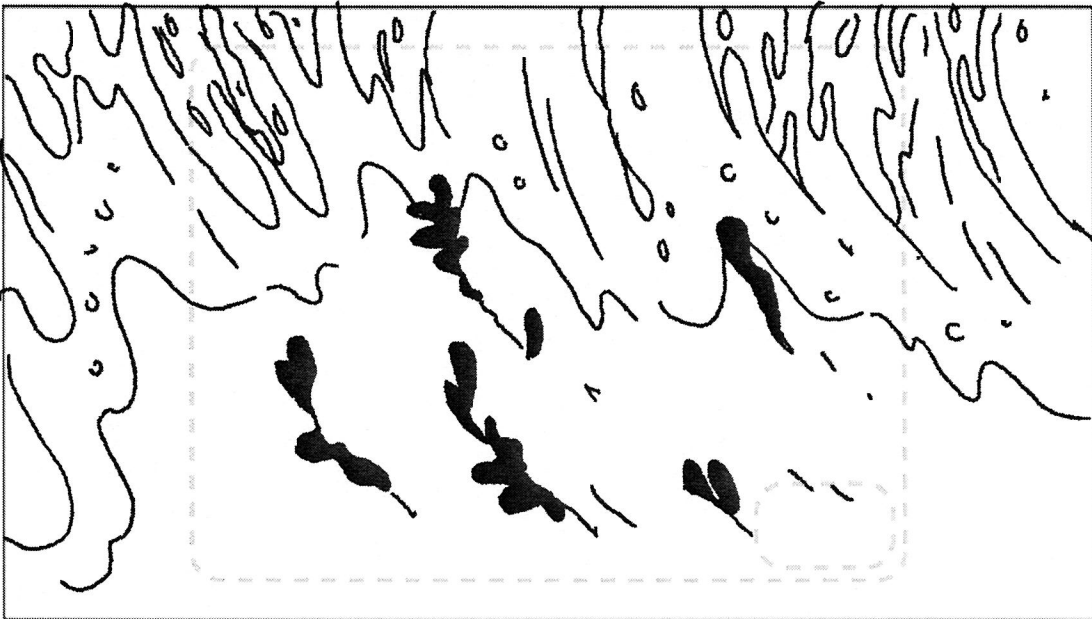


Sc. 147

Pnl. S

Bg.

day night

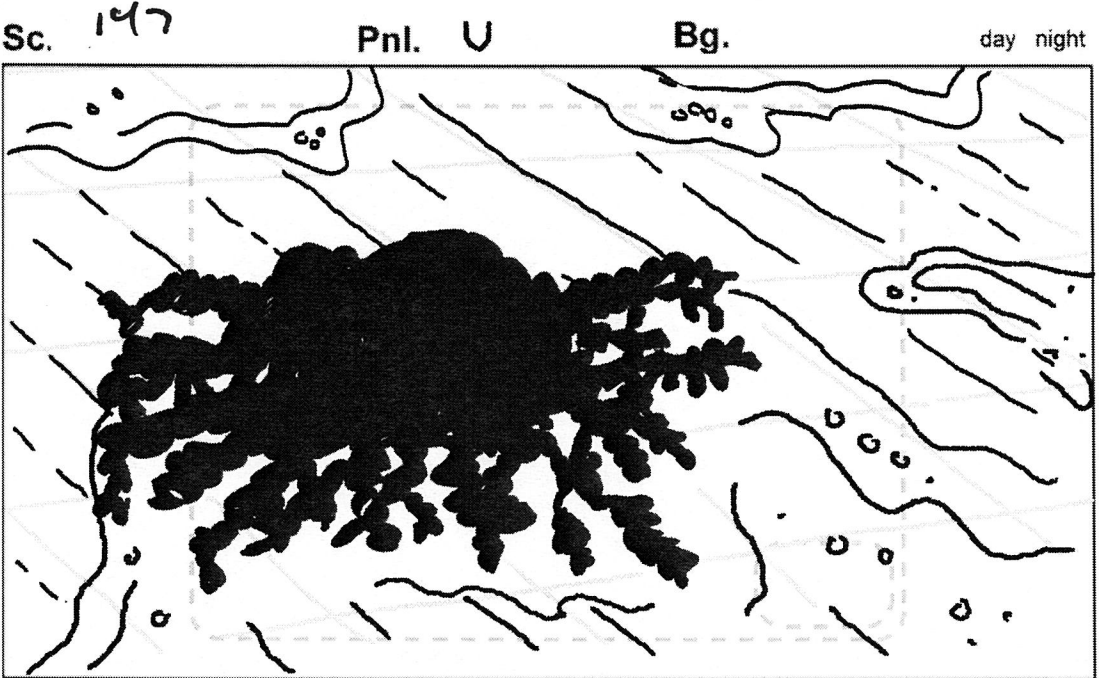
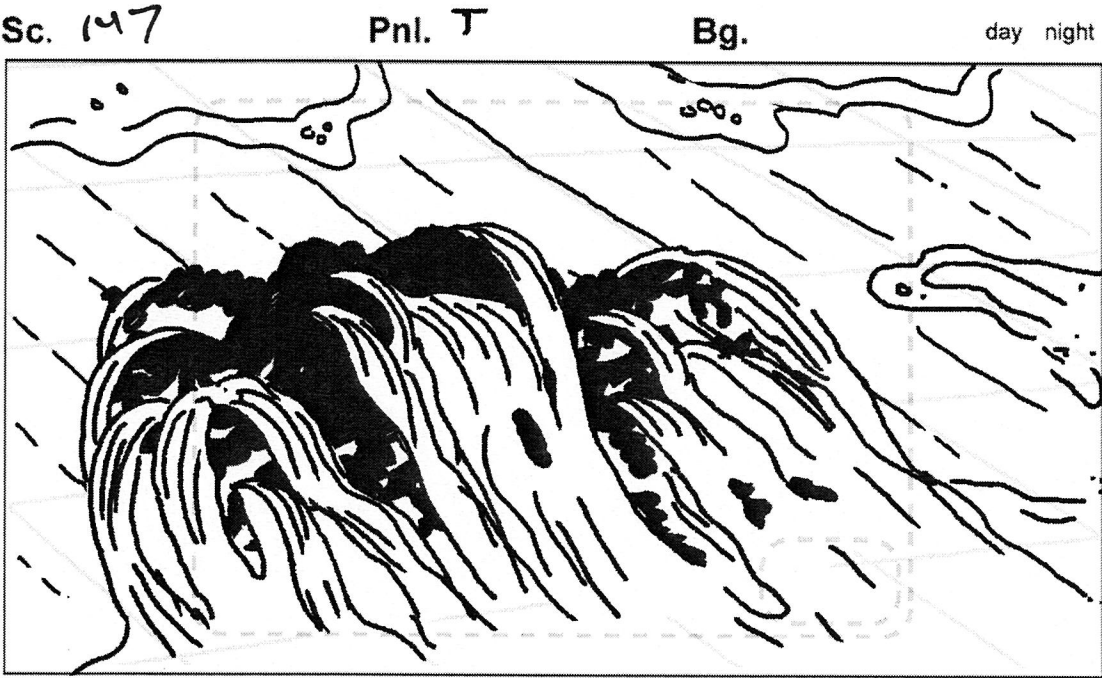


Dialog:
Action:
Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



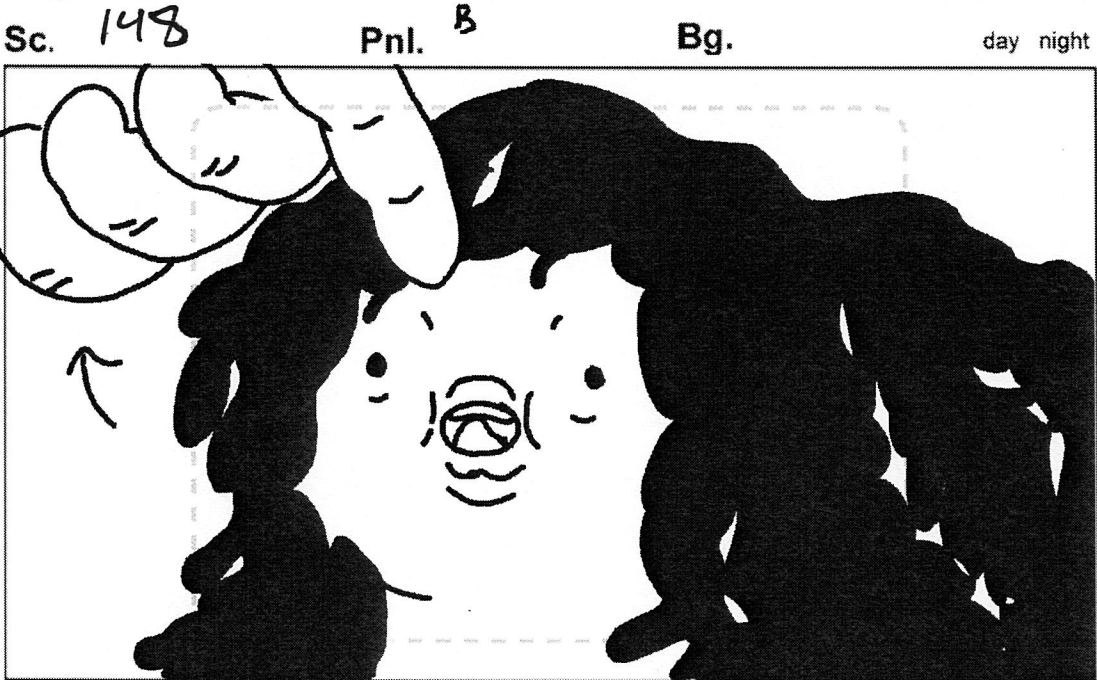
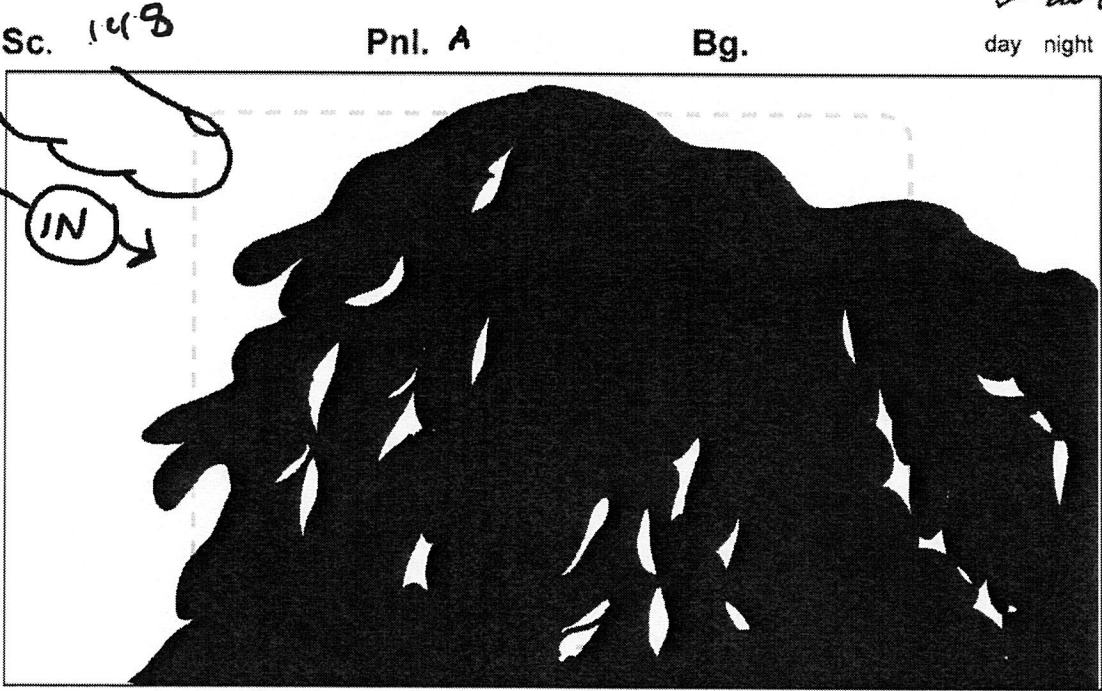
Dialog:
(M) (o/s) . . . . SEA WEEDS.
Action:
- WATER SUCKS AWAY. - PILE OF SEAWEGD
Timing:

1025-183  
EPISODE #  
Production :



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# ADVENTURE TIME



Dialog: (9/5)

③/ THE "SEA'S WEEDS"

Action: MARTIN'S HAND IS HUGE COMPARED TO DAY OLD FINN.

Timing:

GUMS NOT TEETH

④/ BLBBLB!

⑤/

⑥/

⑦/

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ABAB  
ABAB  
LIKE FINN IN  
DUNGEON TRAIN.

EPISODE # 1025-183

Production :



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ADVENTURE TIME

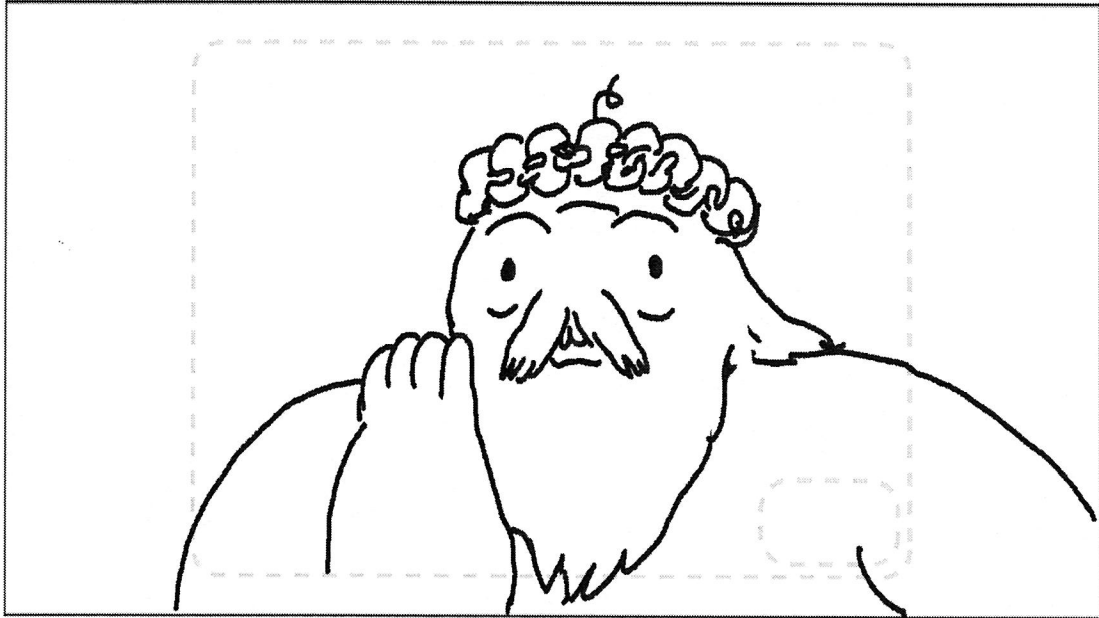


Sc. 149

Pnl. A

Bg.

day night

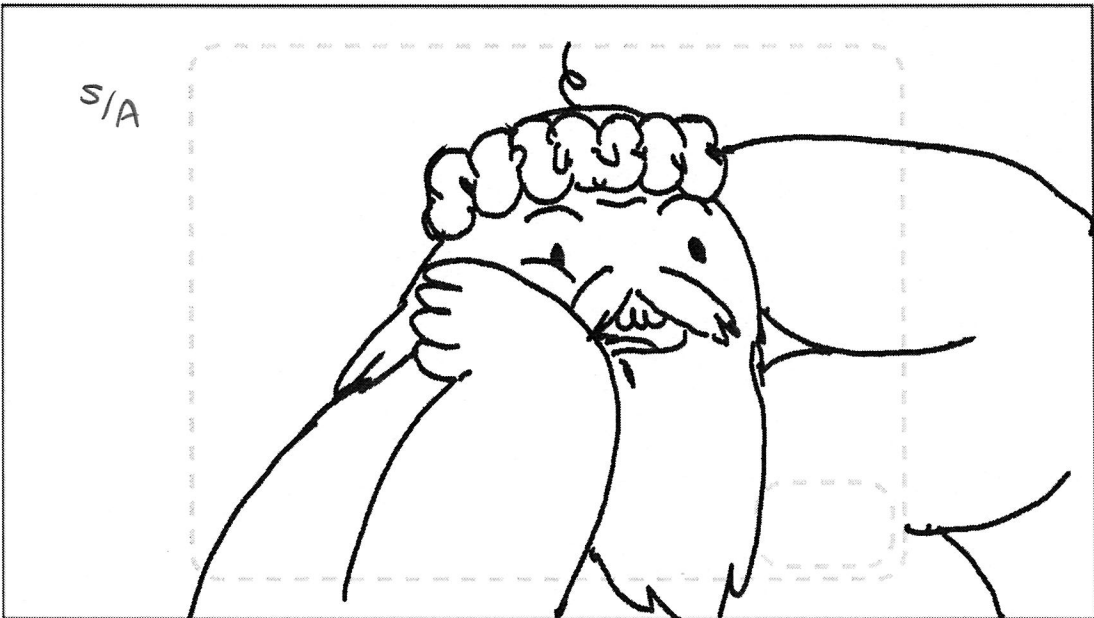


Sc. 149

Pnl. B

Bg.

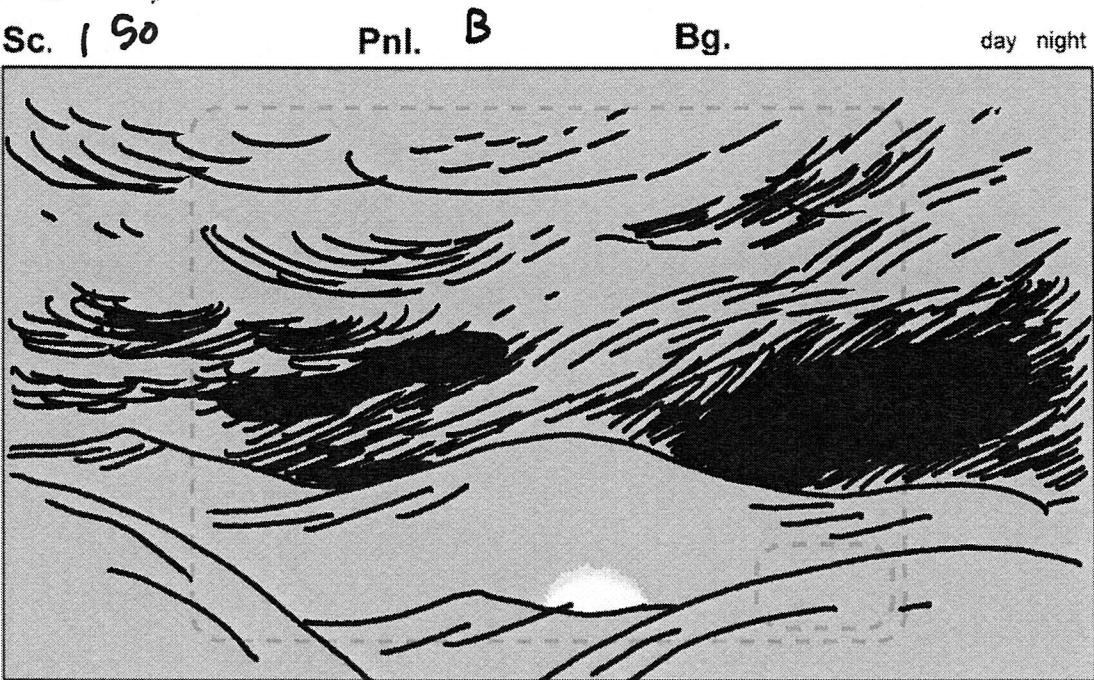
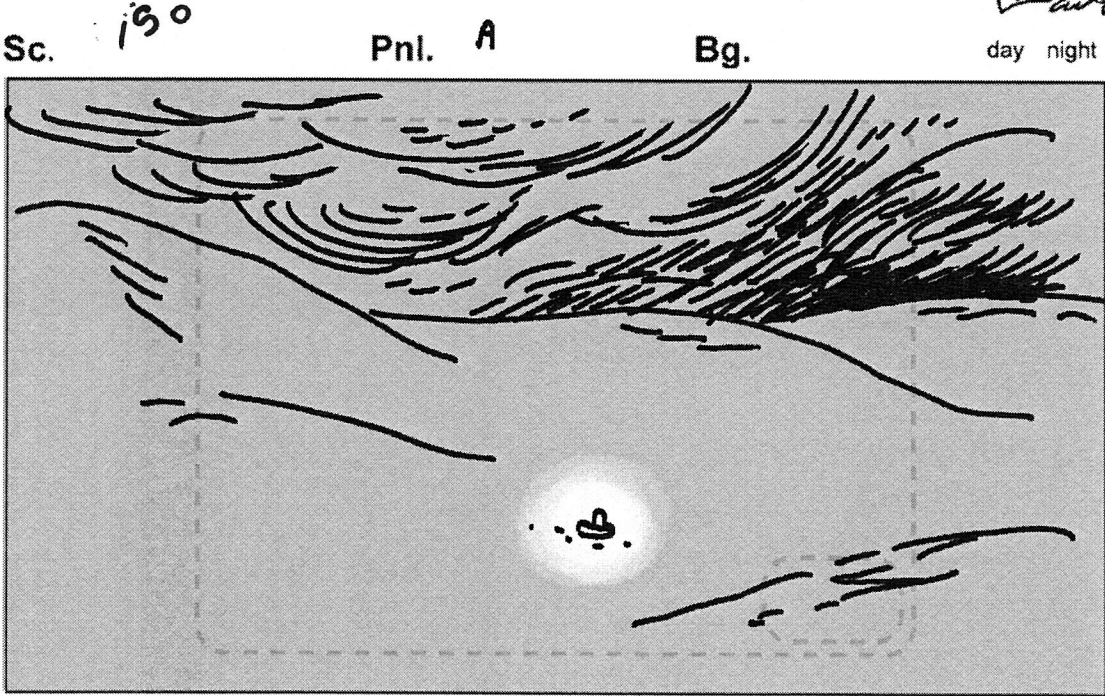
day night



Dialog:	(M) YOUR MOM WAS OK, I DUNNO, IT STRESSES ME OUT, MAYBE LATER.
Action:	
Timing:	

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# ADVENTURE TIME

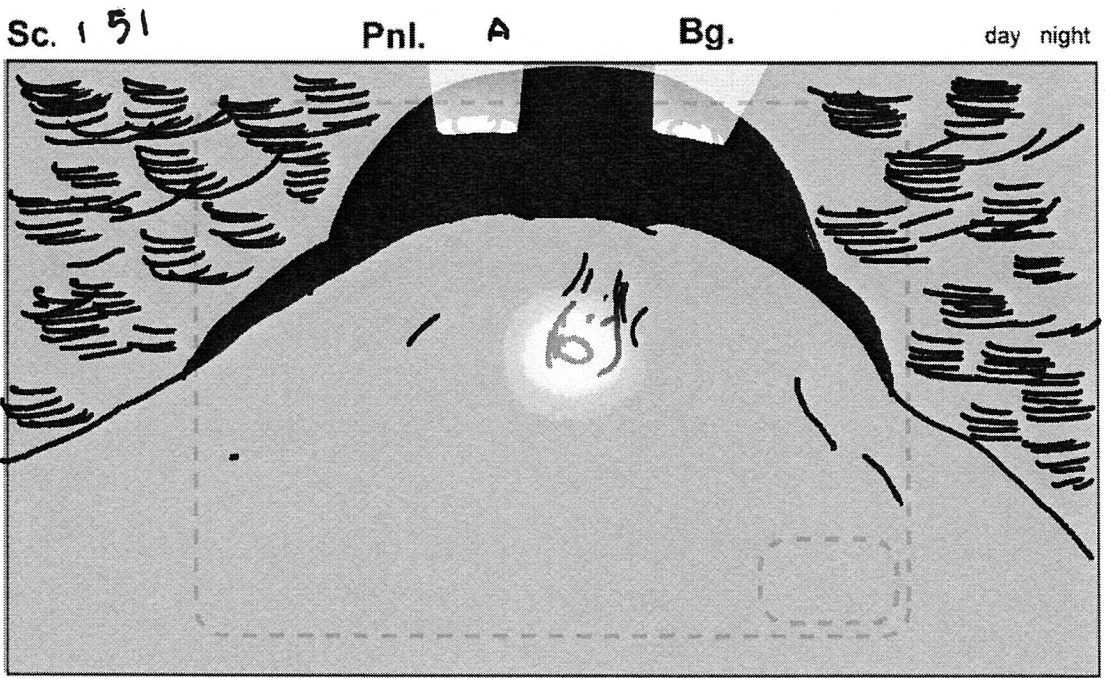
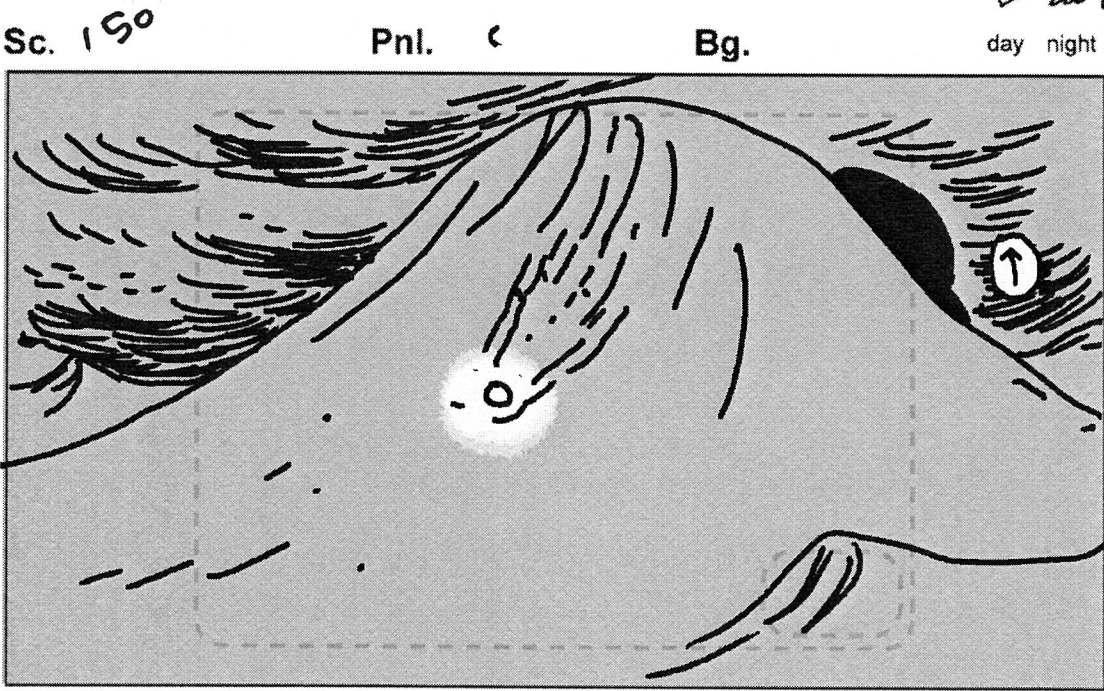


Dialog:	(0/5) SO ONE DAY -
Action:	CRAZY SEAS, ROILING BLACK CLOUDS. THE <u>WORST</u>
Timing:	

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Dialog:

M: (CONT) I GOT CALLED ON A  
DANGEROUS MISSION.

Action:

GIANT BLACK FIGURE BEGINS TO RISE  
BEHIND THE WAVE.

UP SHOT

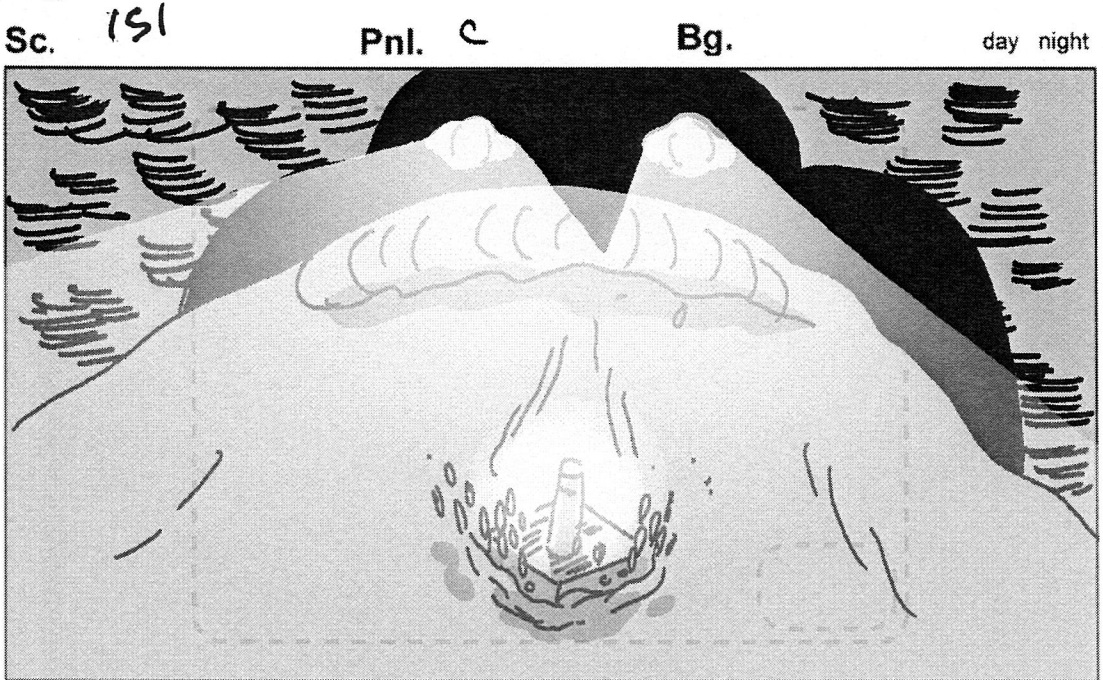
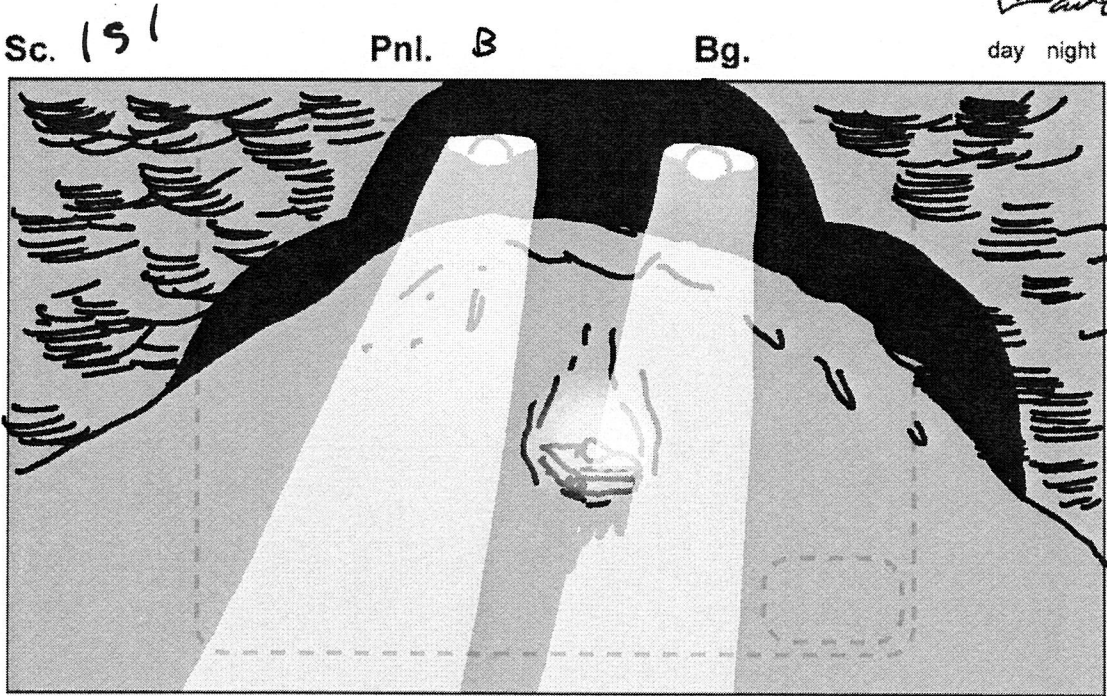
Timing:

EPISODE # 1025-183

Production :



ADVENTURE TIME



Dialog:
(M) (0/5) OR LIKE, A DANGEROUS <u>LIFE</u> CHOICE.
Action:
WAVE STARTS CURLING.
Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 151 Pnl. D Bg. day night

Sc. 152 Pnl. A Bg. day night

Dialog:

Action: SPOT LIGHT EYES — FADE FROM WHITE → 'S.O.P.'  
FILL SCREEN!

Timing:

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Production :

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ADVENTURE TIME

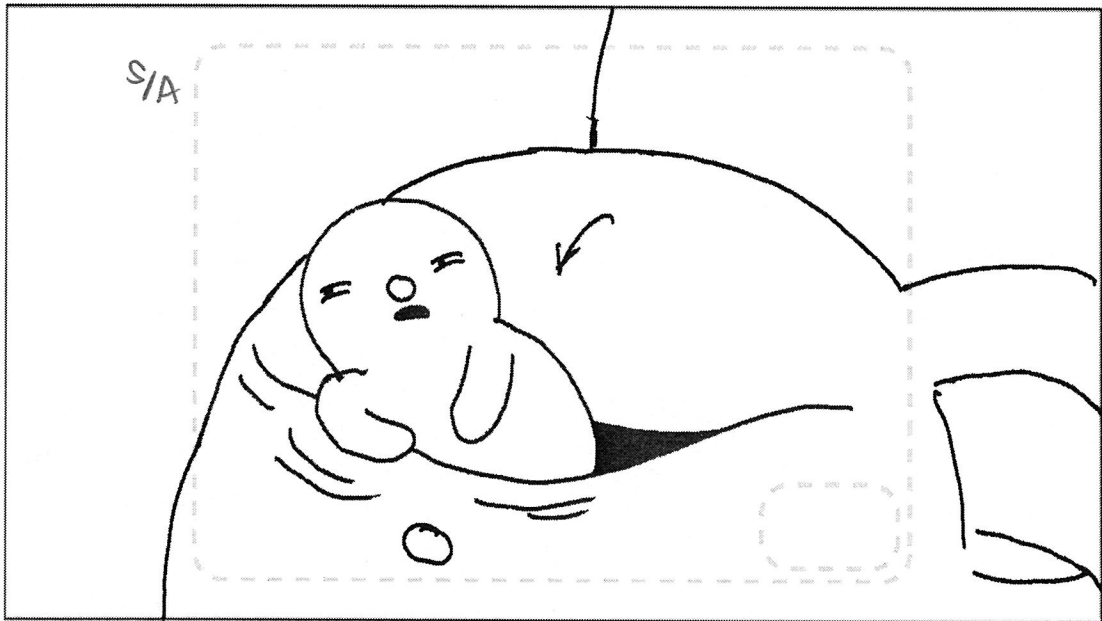


Sc. 152

Pnl. B

Bg.

day night

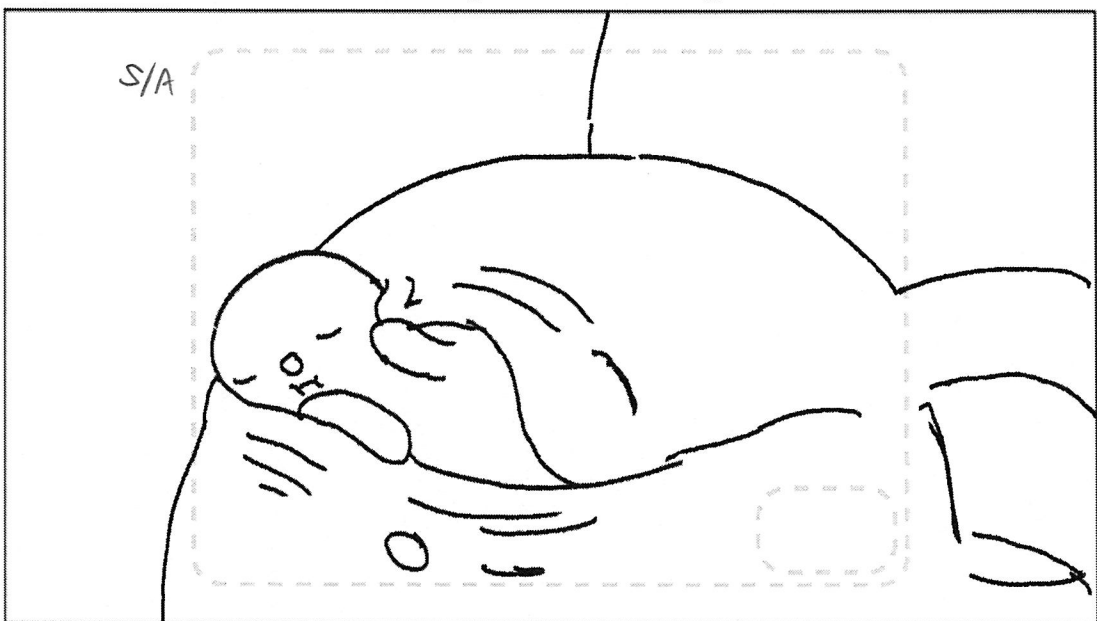


Sc. 152

Pnl. C

Bg.

day night



Dialog: (M) / (O/S) TWO ROADS DIVERGING IN (M) / (O/S) AND I COULDN'T BRING  
THE NIGHT AND ALL THAT, YOU ALONG.  
(L) : SDET SNOOZING =

Action:  
- LIONEL IS SO SLEEPY  
LOWERING ITSELF INTO THE PACK. . . . AND IT'S OUT!

Timing:

EPISODE # 1025-183  
Production :



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ADVENTURE TIME

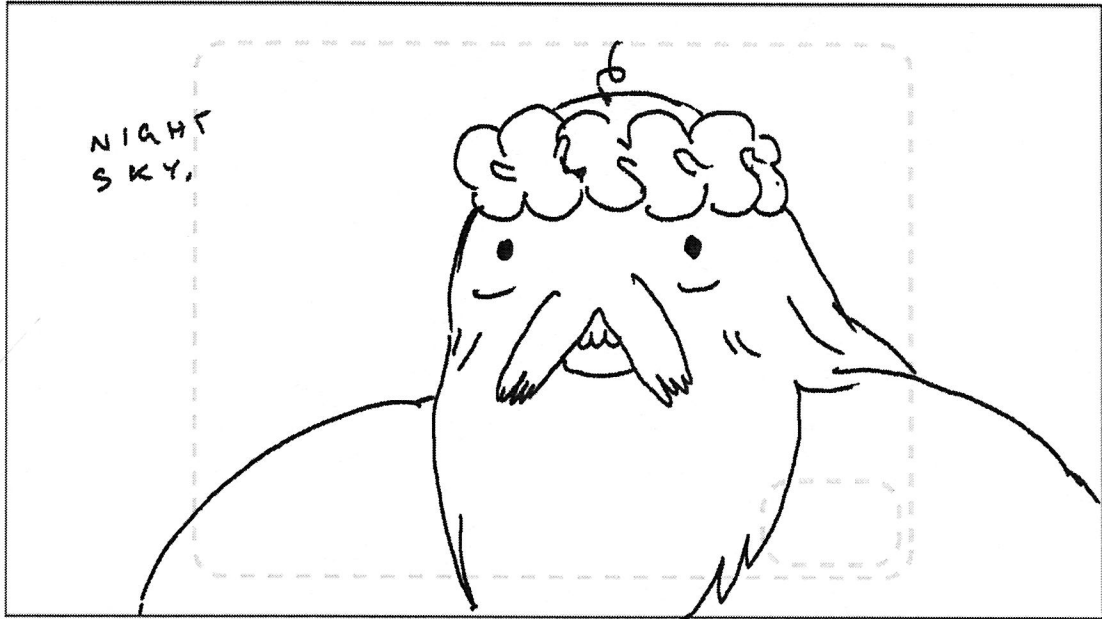


Sc. 193

Pnl. A

Bg.

day night



Sc. 194

Pnl. A

Bg.

day night



Dialog:



I ALWAYS PLANNED TO  
COME BACK FOR YOU, BUT  
I DIDN'T.

Action:

S. P.

Timing:

EPISODE # 1025-183

Production :

ADVENTURE TIME

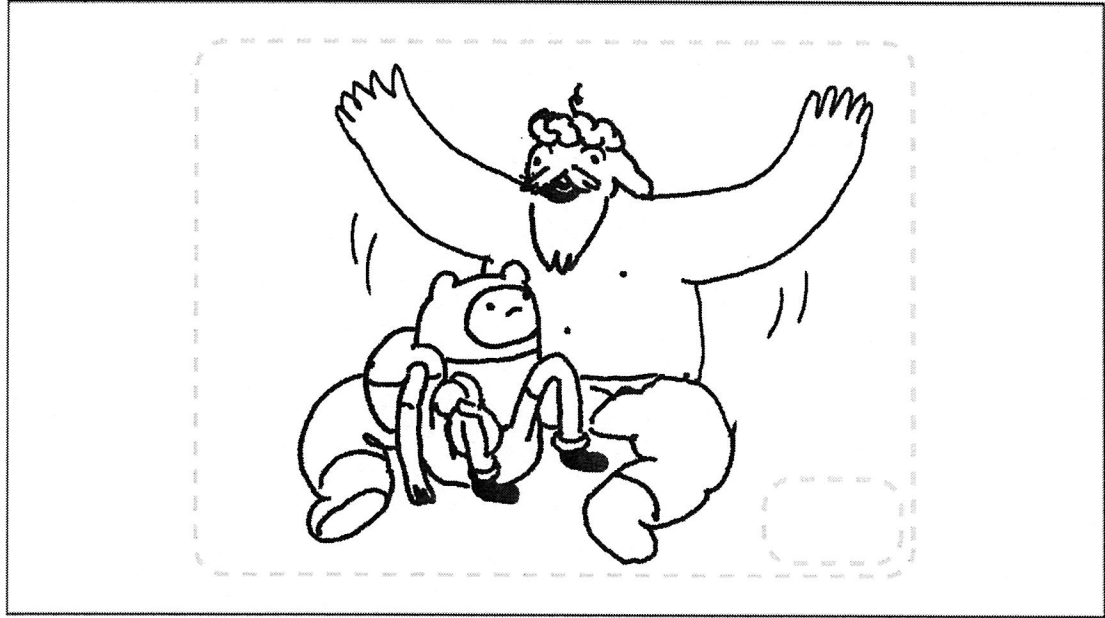


Sc. 194

Pnl. B

Bg.

day night

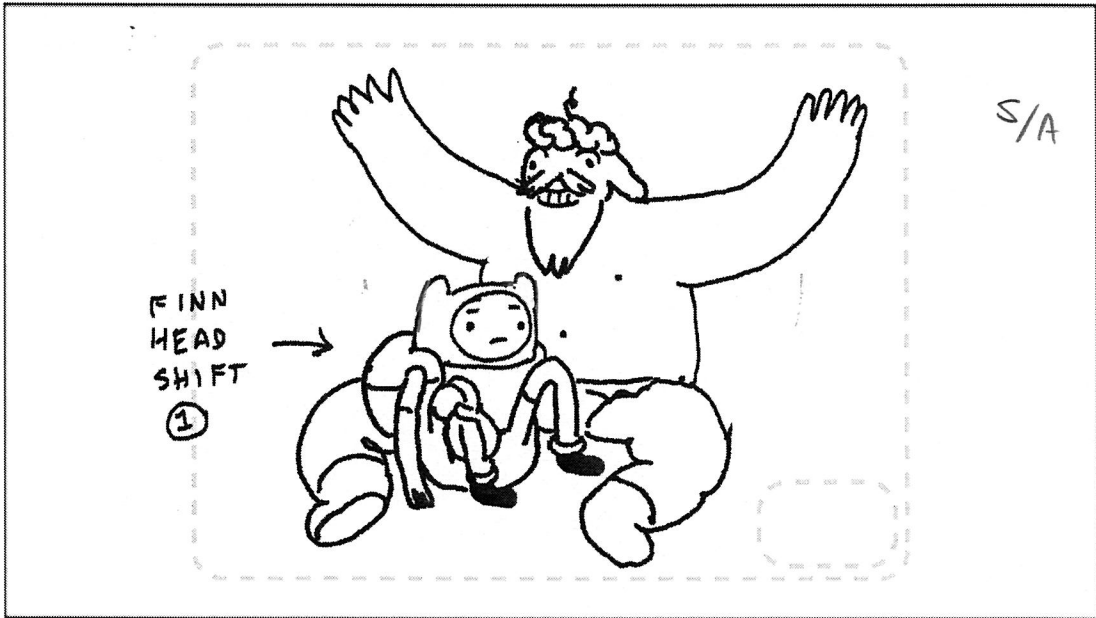


Sc. 194

Pnl. C

Bg.

day night



Dialog:

Ⓜ THE END!

Action:



Timing:

1065-185

EPISODE #

Production :

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ADVENTURE TIME

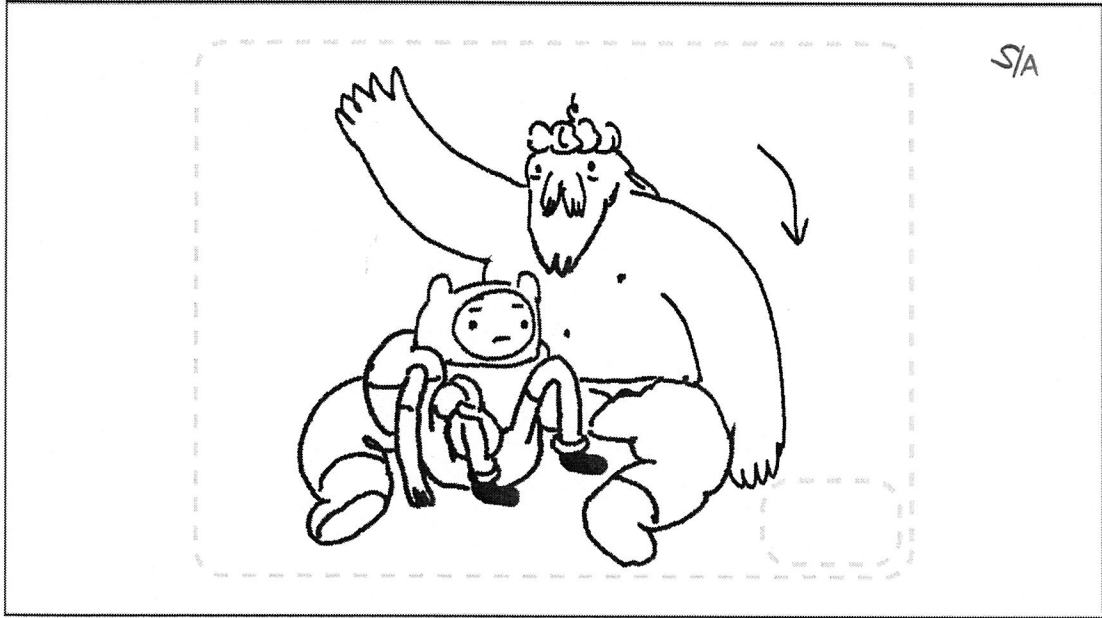


Sc. 194

Pnl. D

Bg.

day night

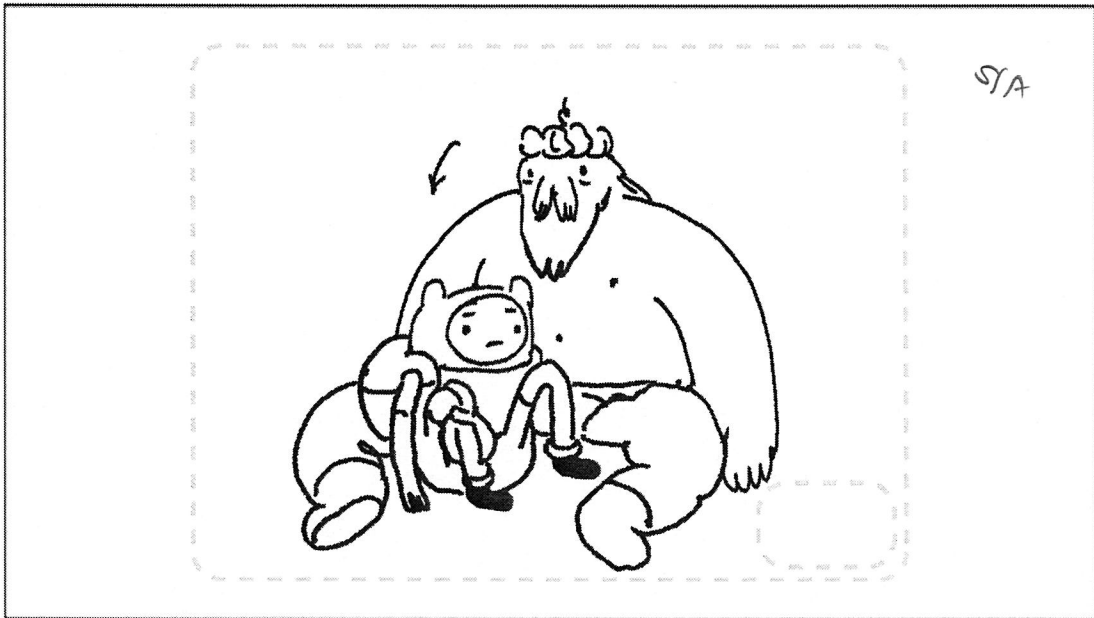


Sc. 195

Pnl. E

Bg.

day night



Dialog:

Action:

OUT OF STEAM,  
AN AWKWARD TIME.

Timing:

EPISODE # 1025-183  
Production :

ADVENTURE TIME



Sc. 154

Pnl. F

Bg.

day night



Sc. 155

Pnl. A

Bg.

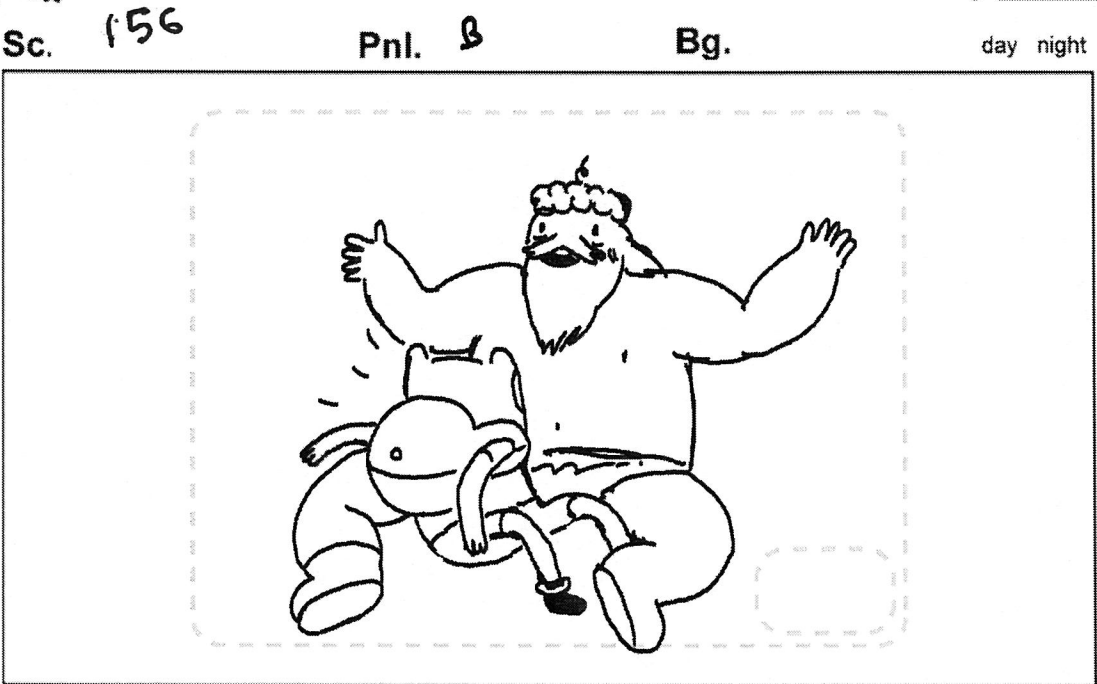
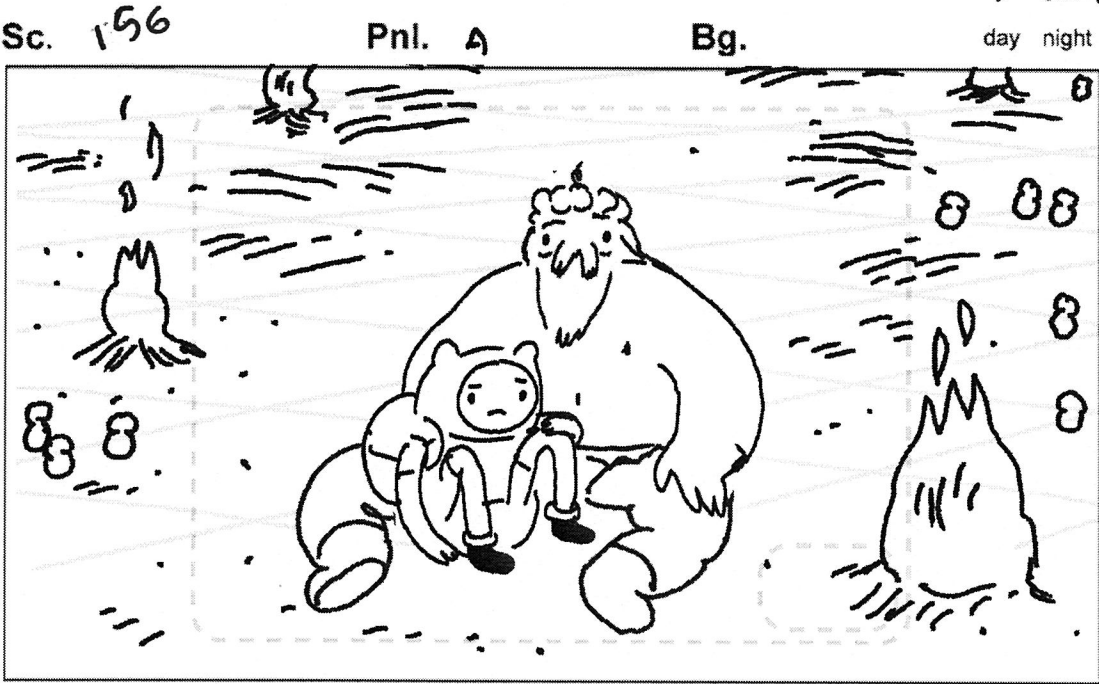
day night



<p>Dialog:</p> <p>(M) (ALMOST UNDER HIS BREATH, NO AFFECTATION) ANYWAYS ... I WOULDN'T LIE ABOUT THAT.</p>	<p>(M) THAT'S TRUE ....</p>
<p>Action:</p> <p>① - FINN SHIFTS A LITTLE ② - MARTIN SHIFTS.</p>	<p>TOTALLY SINCERE, SMALL.</p>
<p>Timing:</p>	

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ADVENTURE TIME



Dialog:	(M) HA! HA!
Action:	BEAT.
Timing:	

EPISODE # 1025-183  
Production :

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# ADVENTURE TIME

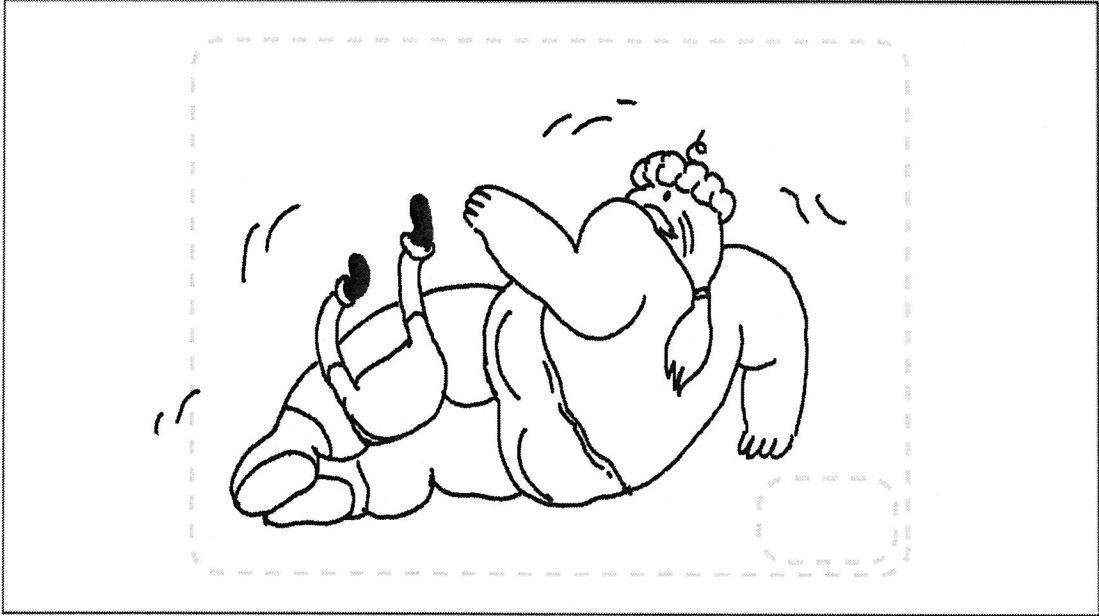


Sc. 1 56

Pnl. C

Bg.

day night

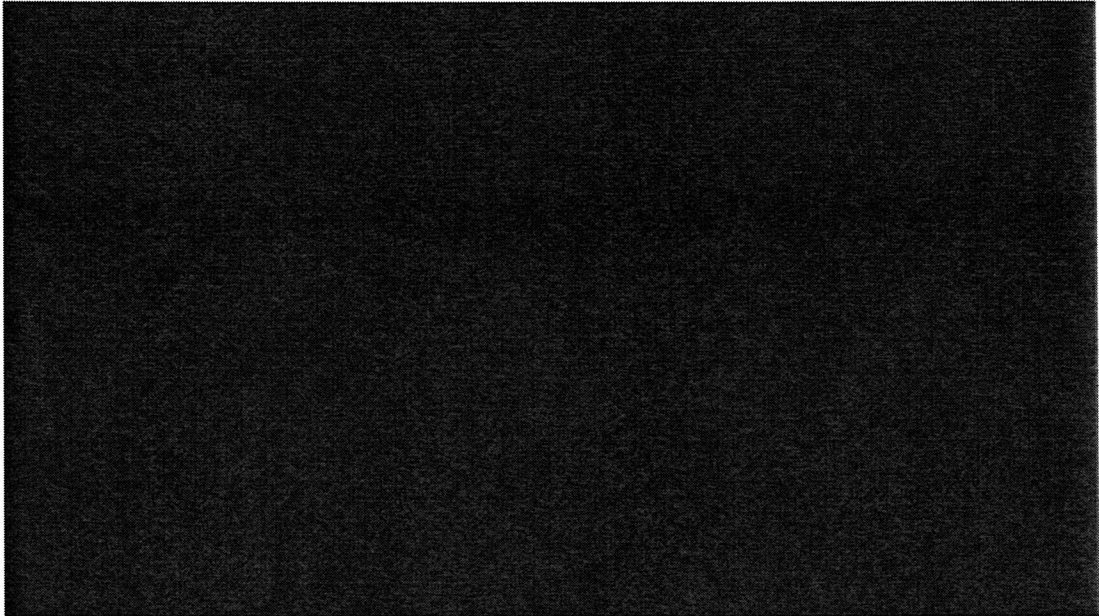


Sc. 1 56

Pnl. D

Bg.

day night



Dialog:	<p>(M) LOOK OUT! HAHA!</p>
Action:	<p>- M. CATCHES F. BETWEEN HIS LEGS</p>
Timing:	

EPISODE # 1025-183

Production :



ADVENTURE TIME



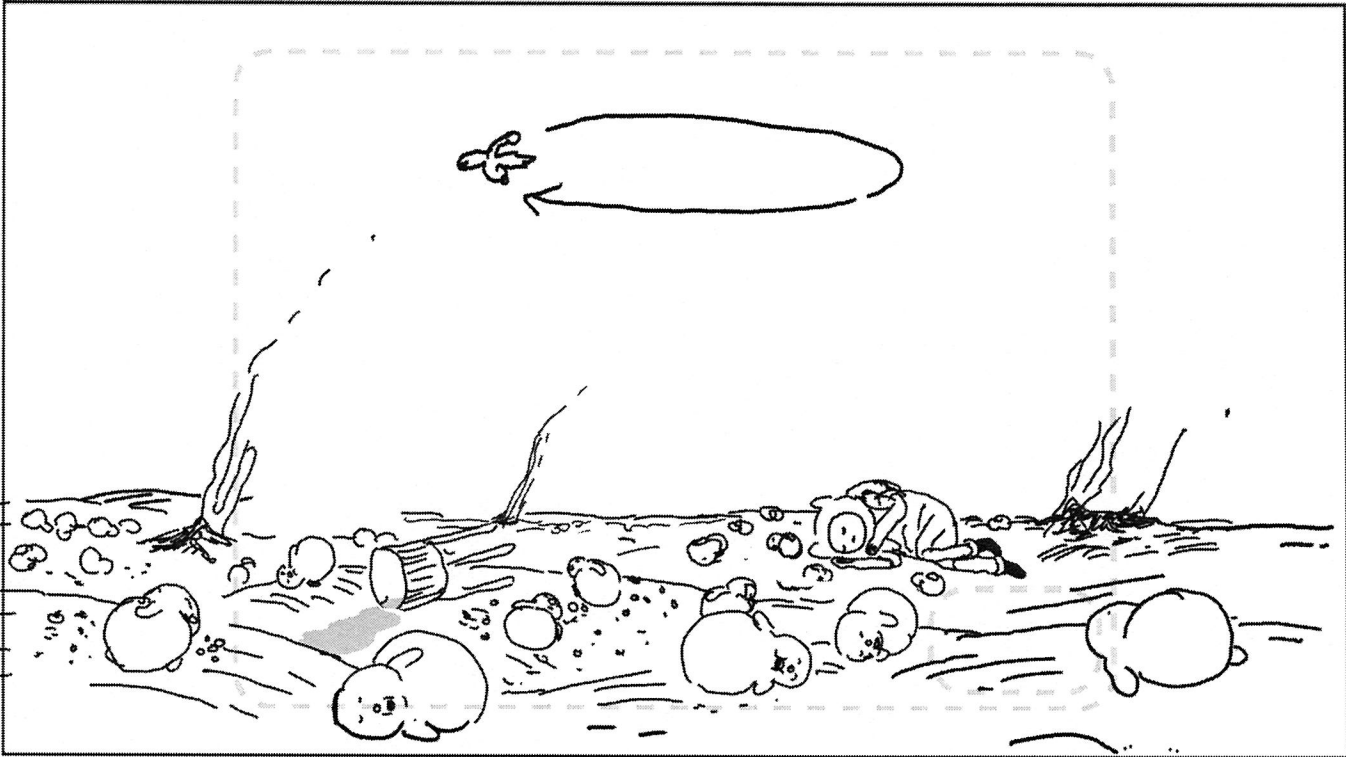
Sc. 197

Pnl. A

Bg.

day night

GREY  
OVER  
CAST  
SKIES.

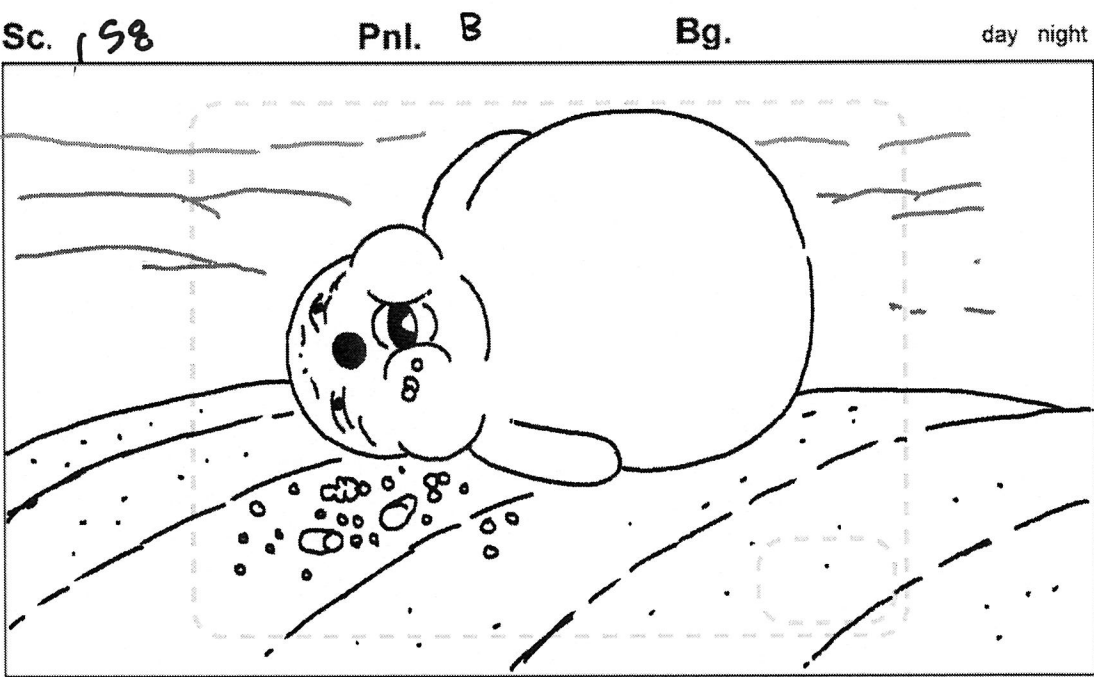
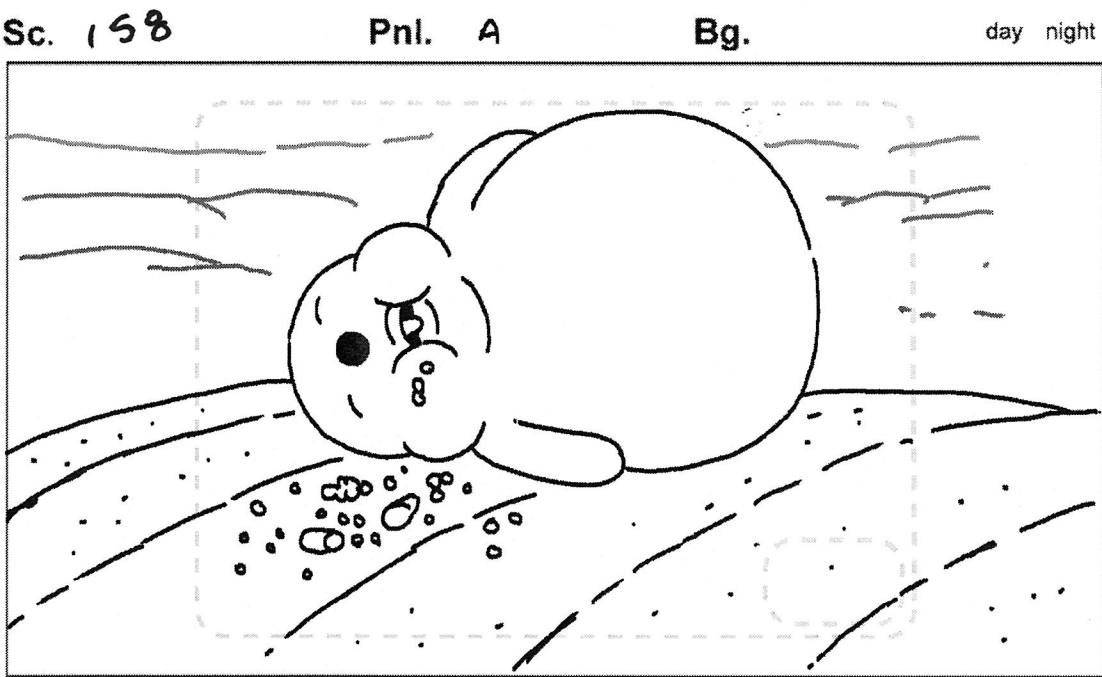


SFX. A CRUEL BREEZE

(THE VULTURE FROM EARLIER IN  
THE EP. CIRCLING. IT MAKES  
AT LEAST ONE COMPLETE  
LAZY CIRCLE )

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ADVENTURE TIME



Dialog:	Ⓟ EVERYTHING IS RUINED. EVERYONE IS FAT.
Action:	BLACK NOSE DUSSOLVE. BLACK NOSE DUDE
Timing:	

EPISODE # 1025-183  
Production :

ADVENTURE TIME

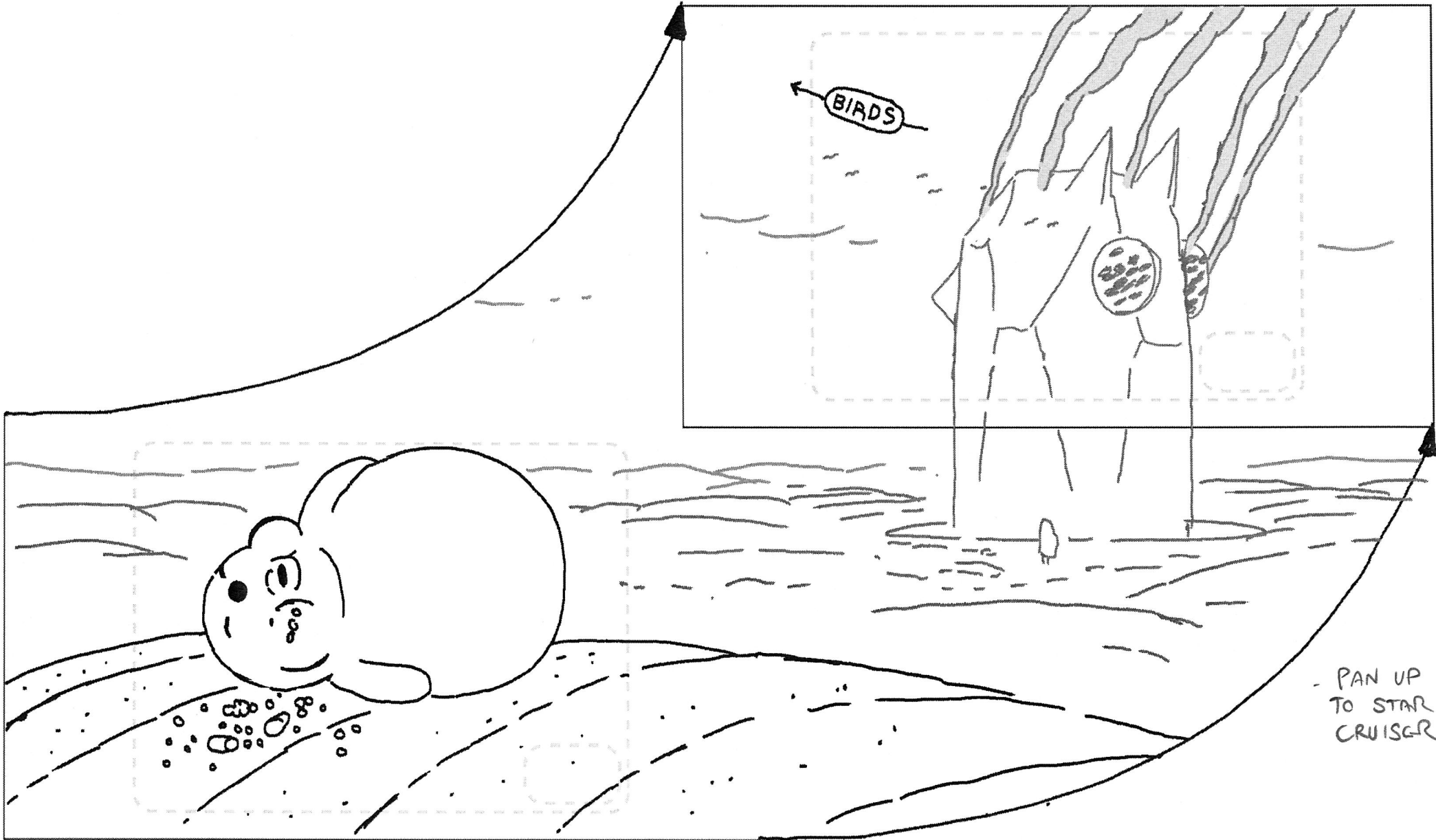


Sc. 198

Pnl. c

Bg.

day night



EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Sc. 198

Pnl. D

Bg.

day night

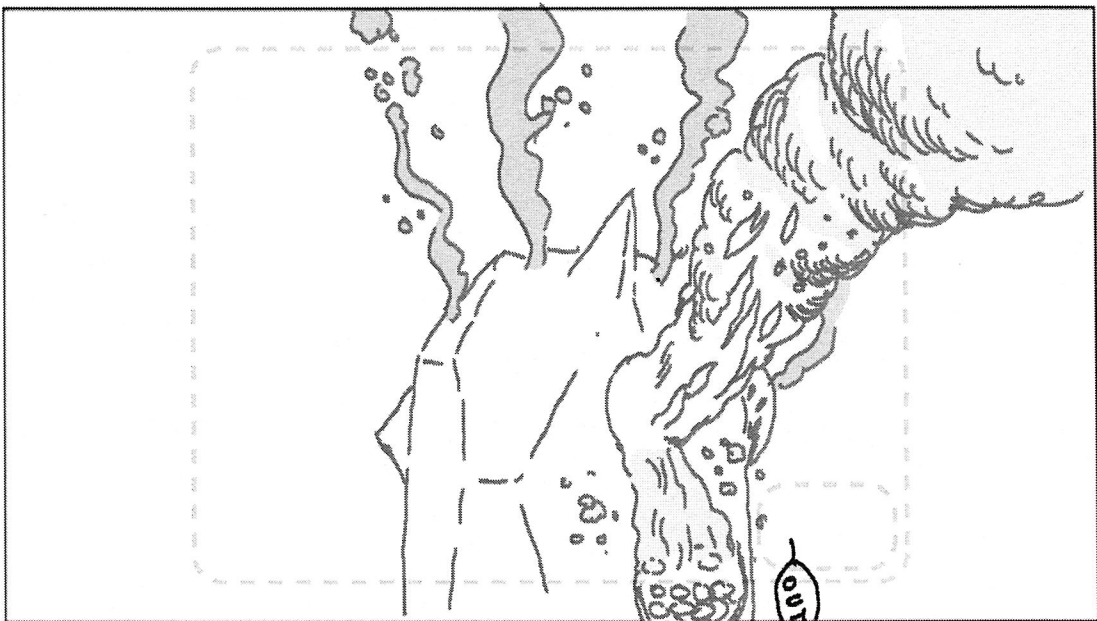


Sc. 198

Pnl. E

Bg.

day night



Dialog:

(SFX)

BROOM

(SFX)

RRROARRR

Action:

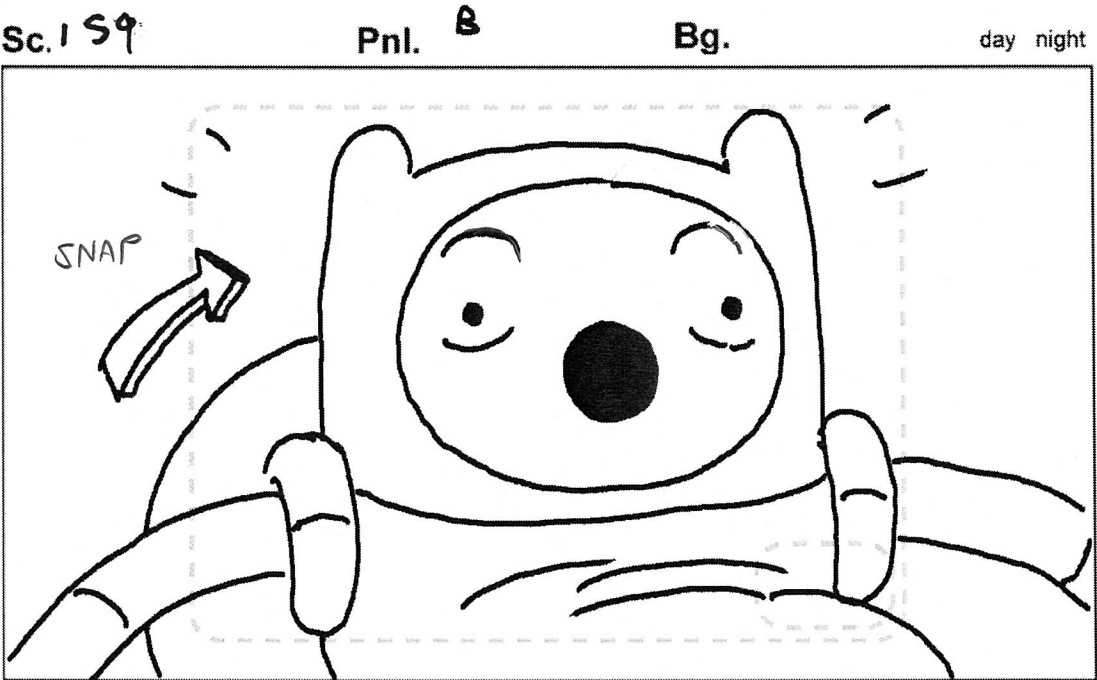
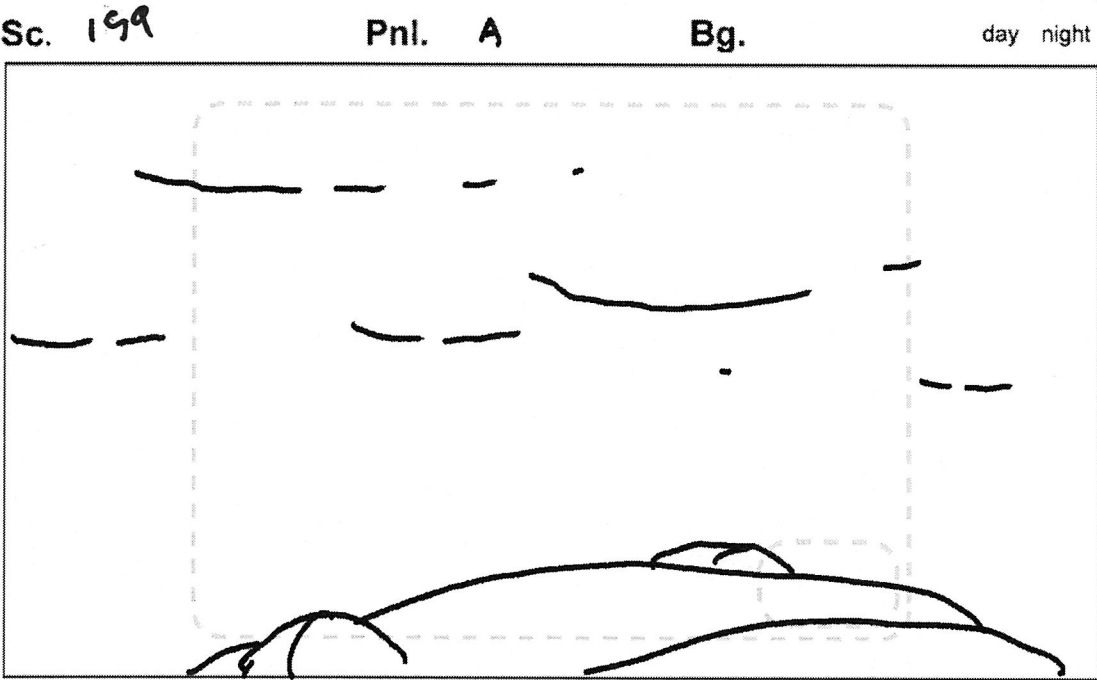
ENERGY SPHERE , SMOKING,  
ROLLS OUT .

Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME



Dialog:

~~(SFX)~~ = RUMBLE = : BOOM =      (F) NNUH!!!

Action:

-F. SITS UP ABRUPTLY.

Timing:

1025-183

EPISODE #

Production :

ADVENTURE TIME

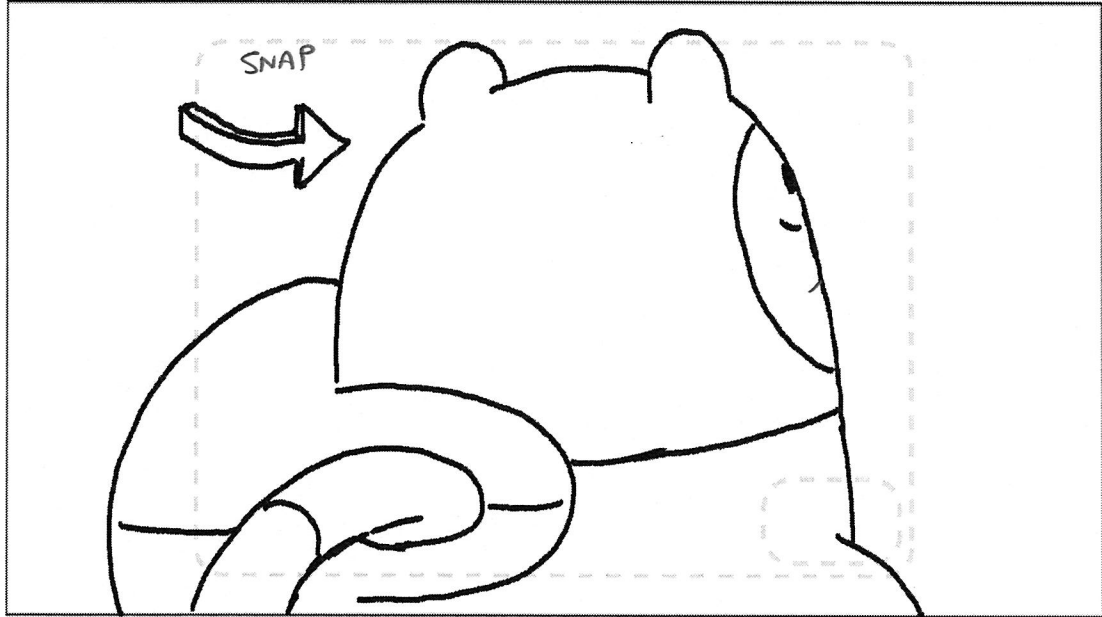


Sc. 199

Pnl. C

Bg.

day night

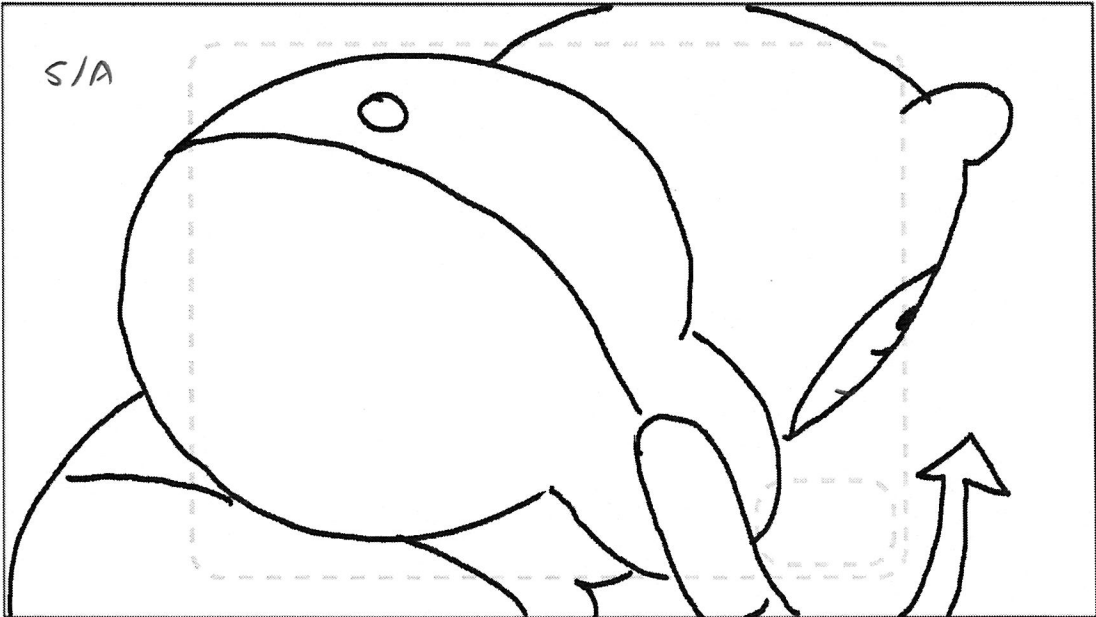


Sc. 199

Pnl. D

Bg.

day night



Dialog:

Action:

- F. TURNS SUDDENLY.

- FINN GOES TO STAND UP...

Timing:

EPISODE # 1025-183  
Production :

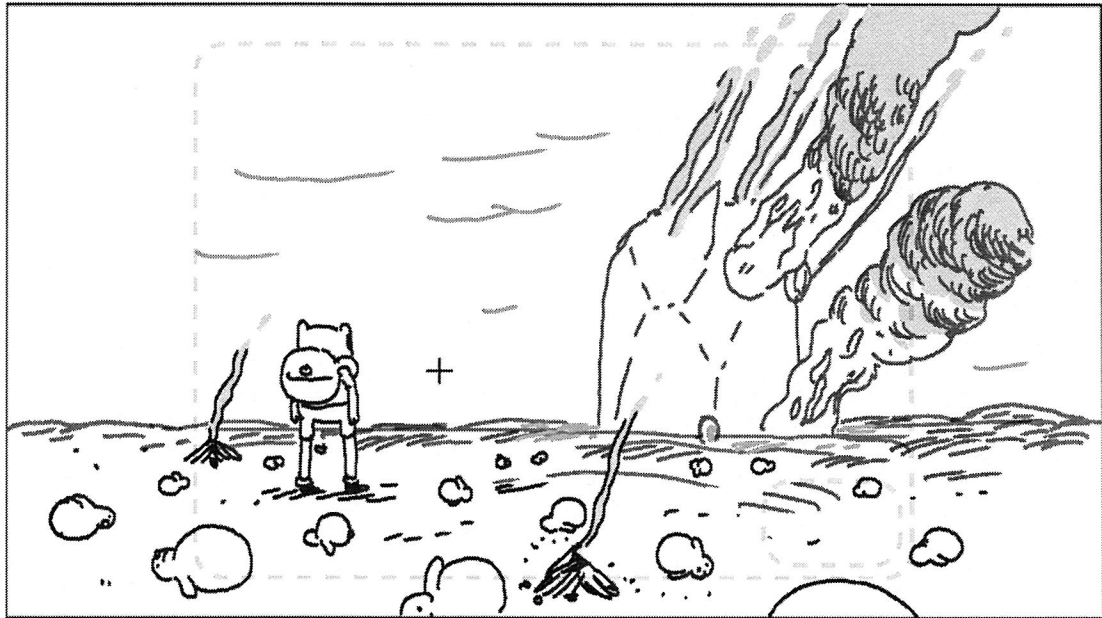


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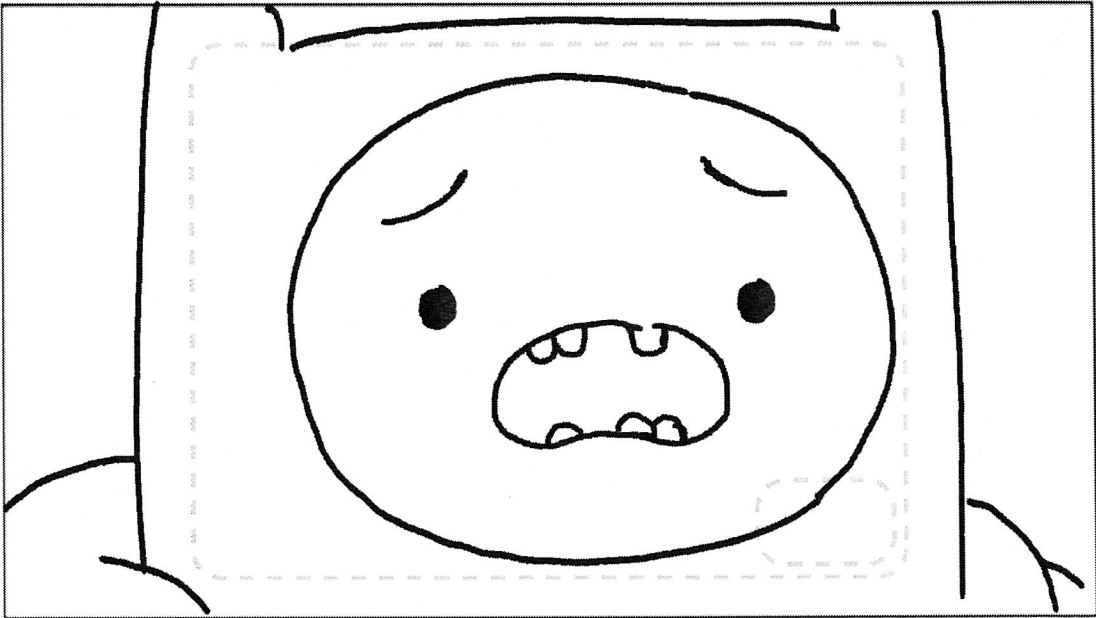
ADVENTURE TIME



Sc. 160 Pnl. A Bg. day night



Sc. 161 Pnl. A Bg. day night



Dialog:	(SFX) - RUMBLING - FIRE ROARING.		(F) - [GASP]	
Action:	+ STANDS UP.		- HORROR	
Timing:				

1025-183  
EPISODE #  
Production :

ADVENTURE TIME

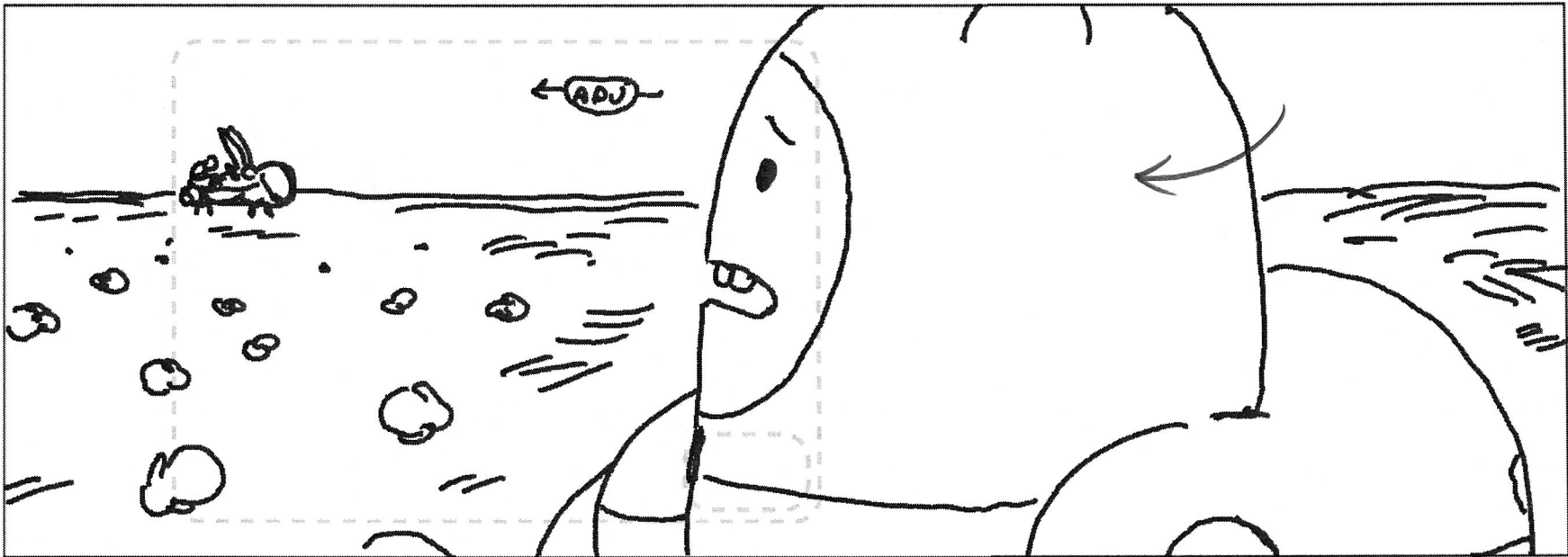


Sc. 161

Pnl. B

Bg.

day night



Dialog:

SFX: [ RATCHETING ]

Action:

- F. TURNS TO LOOK AT POD.  
- ADJ. W/ ACTION.

Timing:

EPISODE # 1025-183  
Production :

ADVENTURE TIME

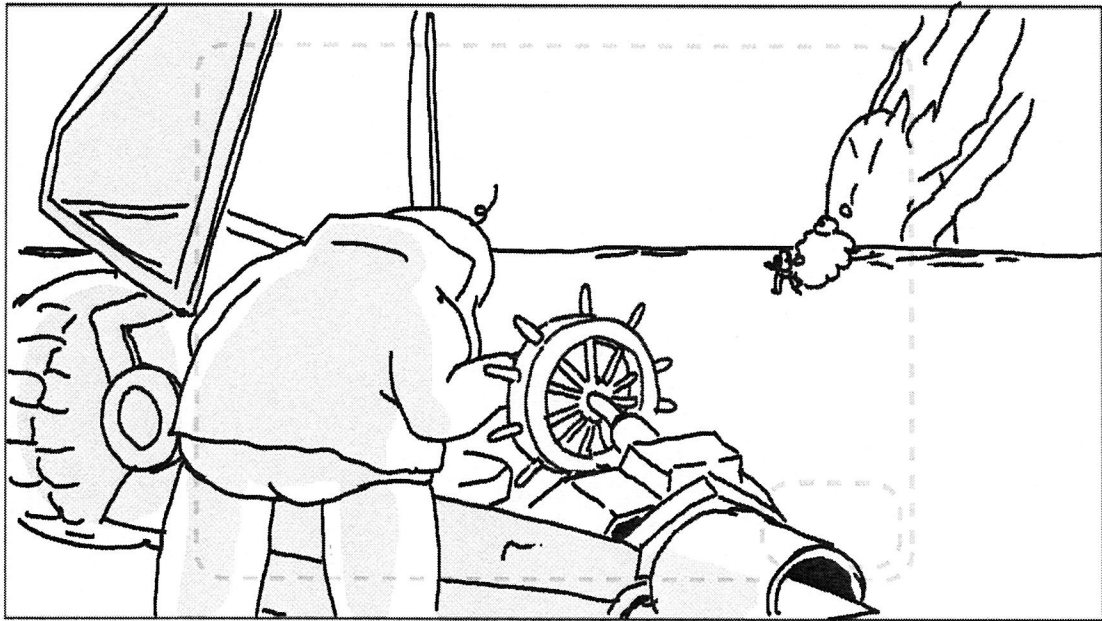


Sc. 162

Pnl. A

Bg.

day night

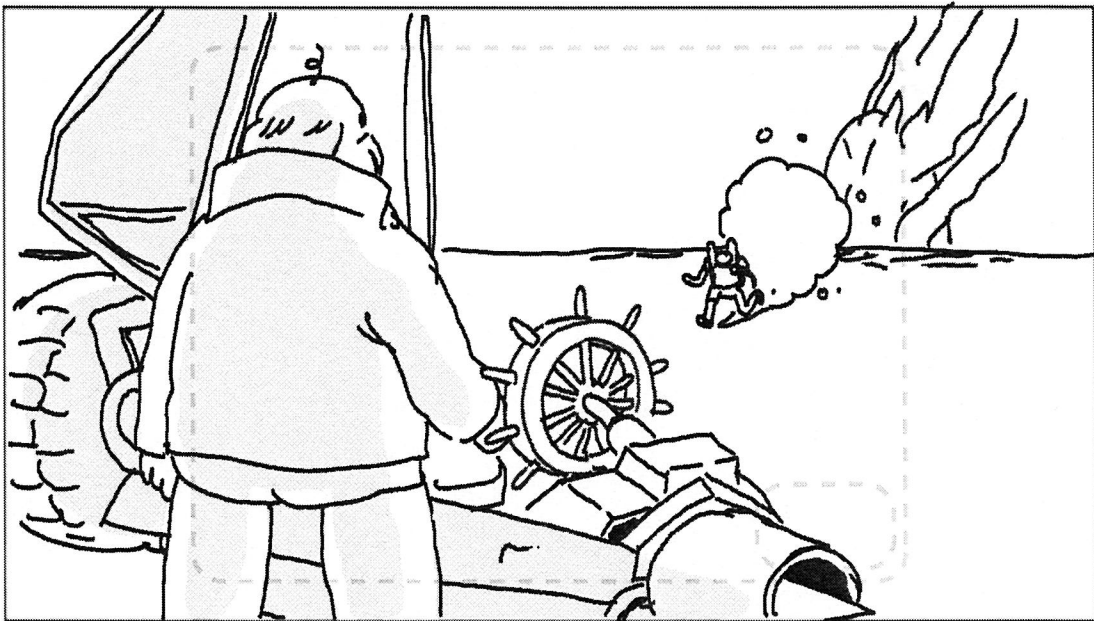


Sc. 162

Pnl. B

Bg.

day night



Dialog:

(F) MARTIN.'

Action:

MARTIN'S WEARING HIS JACKET.

- FINN RUNNING TOWARDS MARTIN.  
- DUST KICKIN' UP.

Timing:

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ADVENTURE TIME

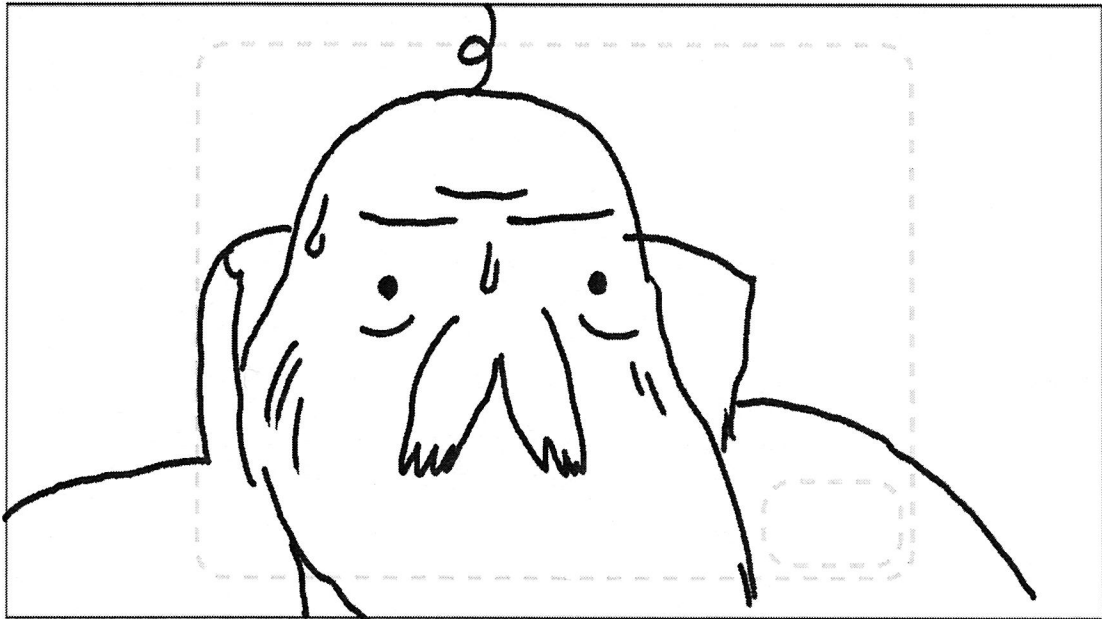


Sc. 163

Pnl. A

Bg.

day night

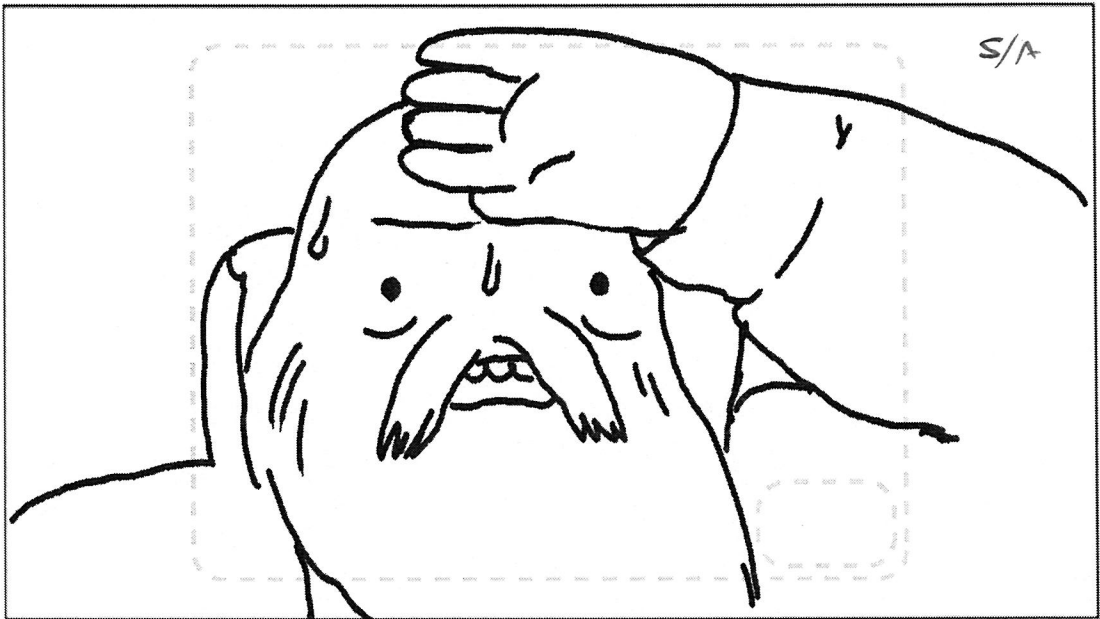


Sc. 163

Pnl. B

Bg.

day night



Dialog:

(M) (TO HIMSELF) AGAIN?

Action:

- M SHADES EYES.

Timing:

Production :

EPISODE #

1025-183

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# ADVENTURE TIME



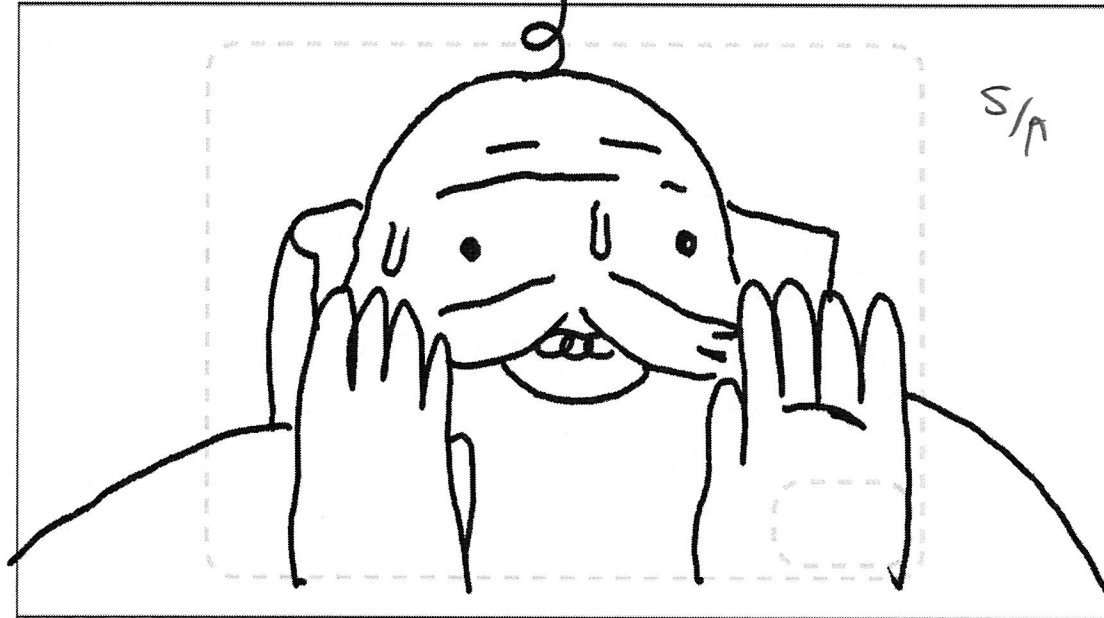
Page 194

Sc. 163

Pnl. C

Bg.

day night

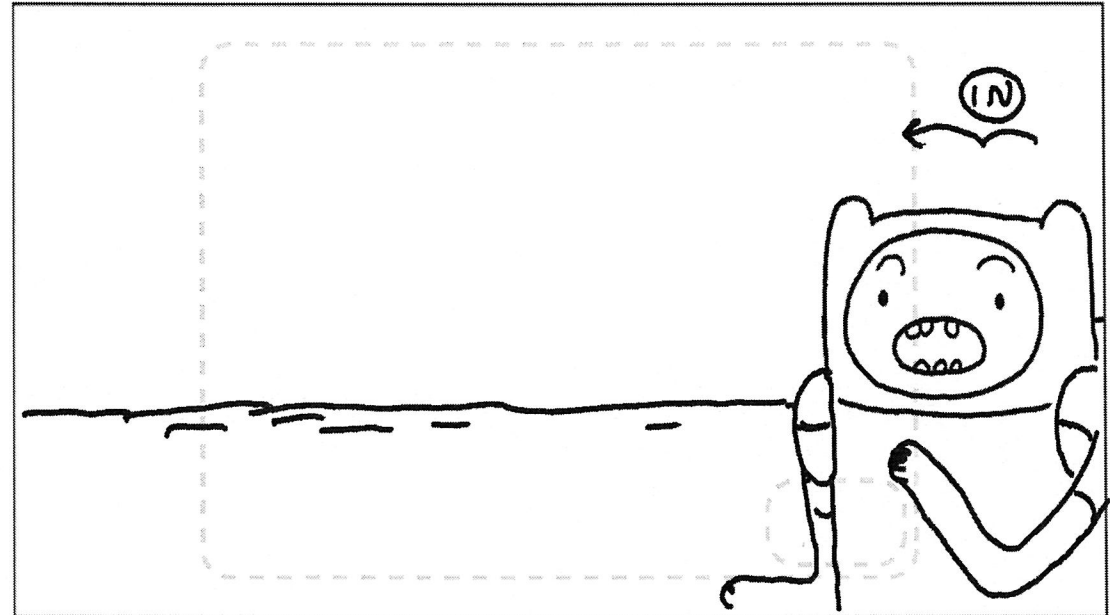


Sc. 164

Pnl. A

Bg.

day night



Dialog:

(M) (TO FINN) GOOD MORNING,  
SWEETIE!

(F) MARTIN -

Action:

-F. RUNS ON/S.

Timing:

EPISODE #

1025-183

Production :

# ADVENTURE TIME



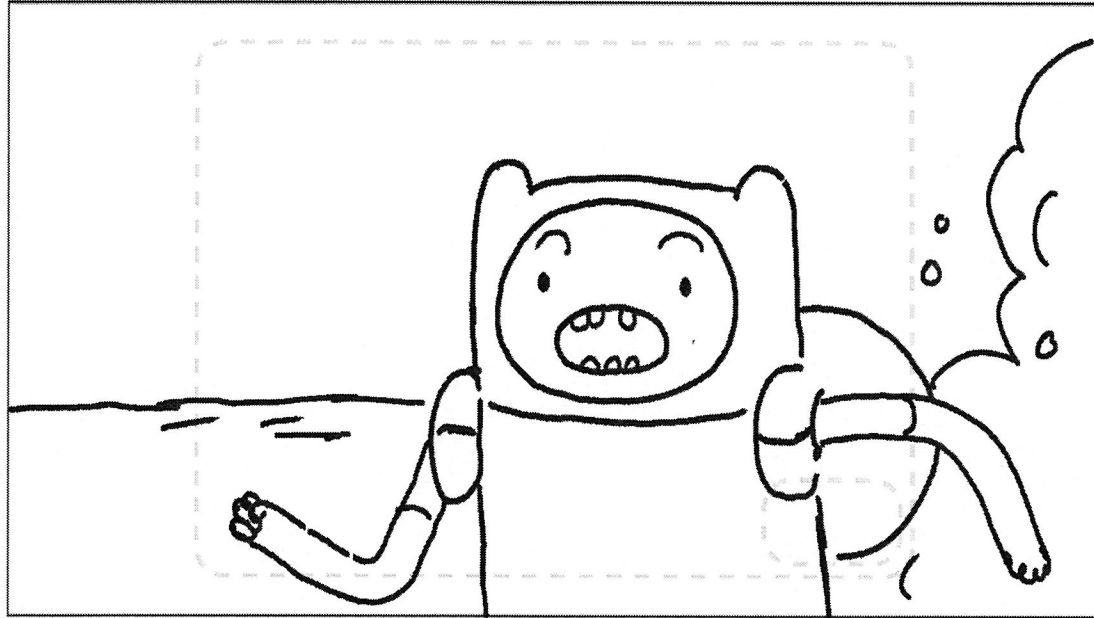
Page 195

Sc. 164

Pnl. B

Bg.

day night

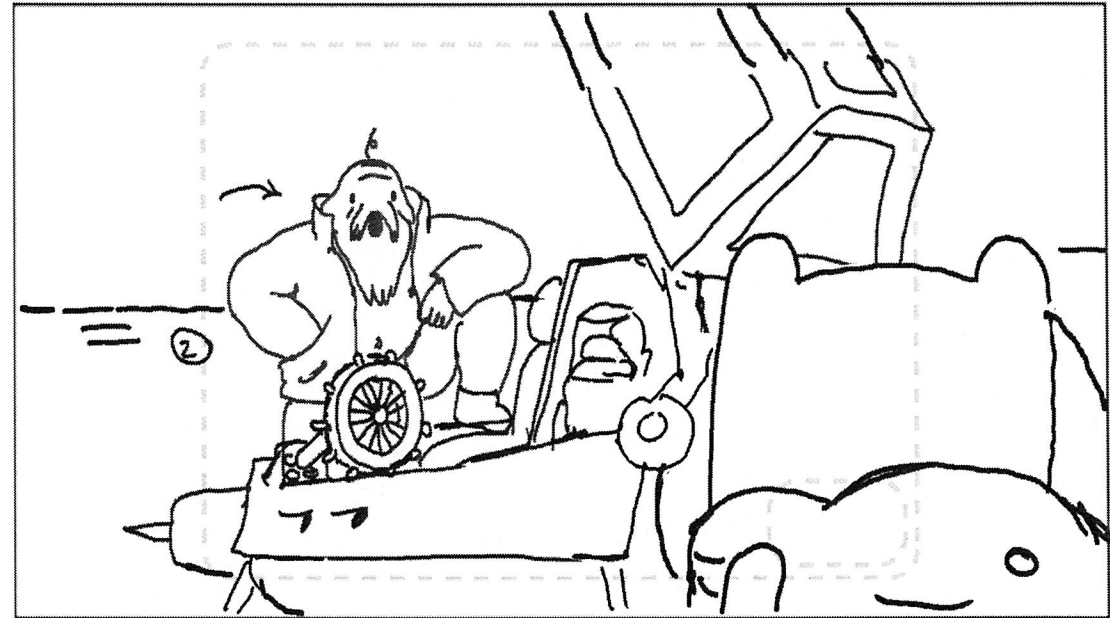


Sc. 165

Pnl. A

Bg.

day night



Dialog:

F (CONT) ARE YOU LEAVING?

Action:

Timing:

M I ABSOLUTELY GOTTA, KID.  
I'VE GOT PRESSURES  
ON ME,



- M. PUTS BOOT  
UP ON POD.

1025-183

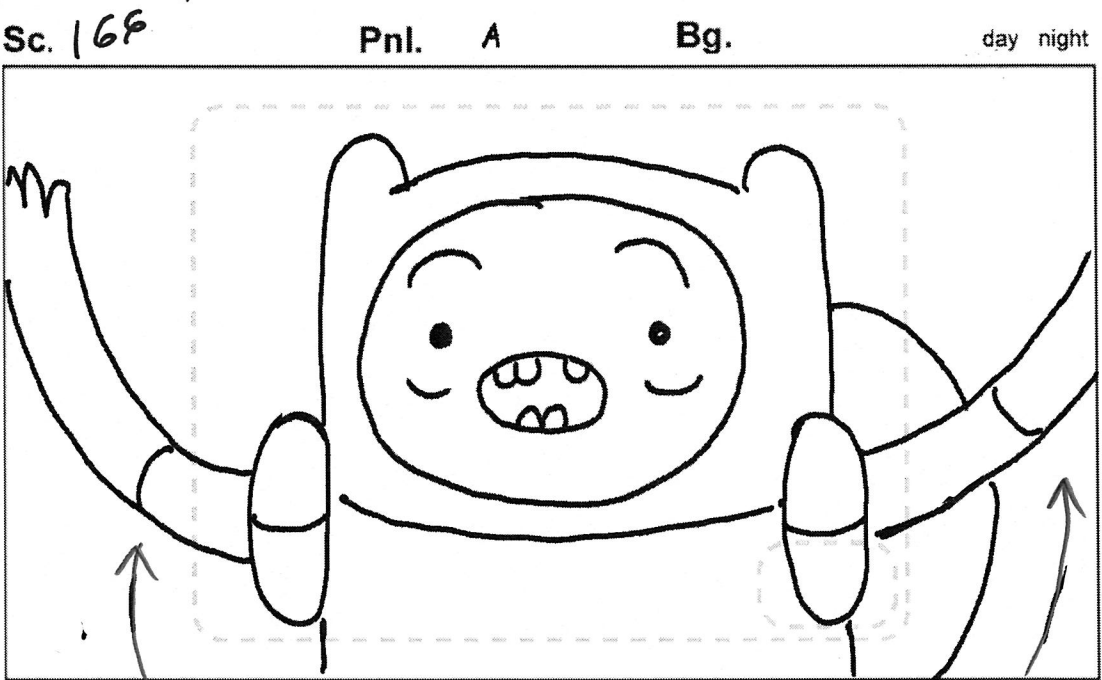
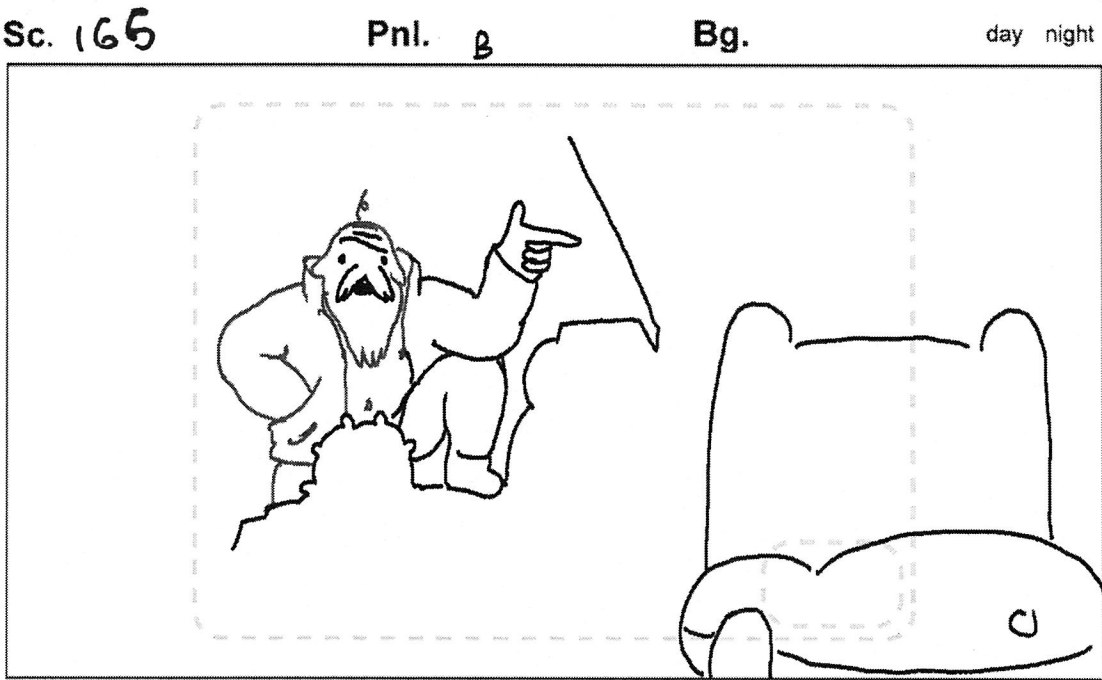
EPISODE #

Production :



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ADVENTURE TIME



Dialog:	
<p>(M) STUFF YOU WOULDN'T UNDERSTAND.</p>	<p>(F) BUT WHAT ABOUT THE VILLAGERS?!</p>
Action:	
Timing:	

EPISODE # 1025-183

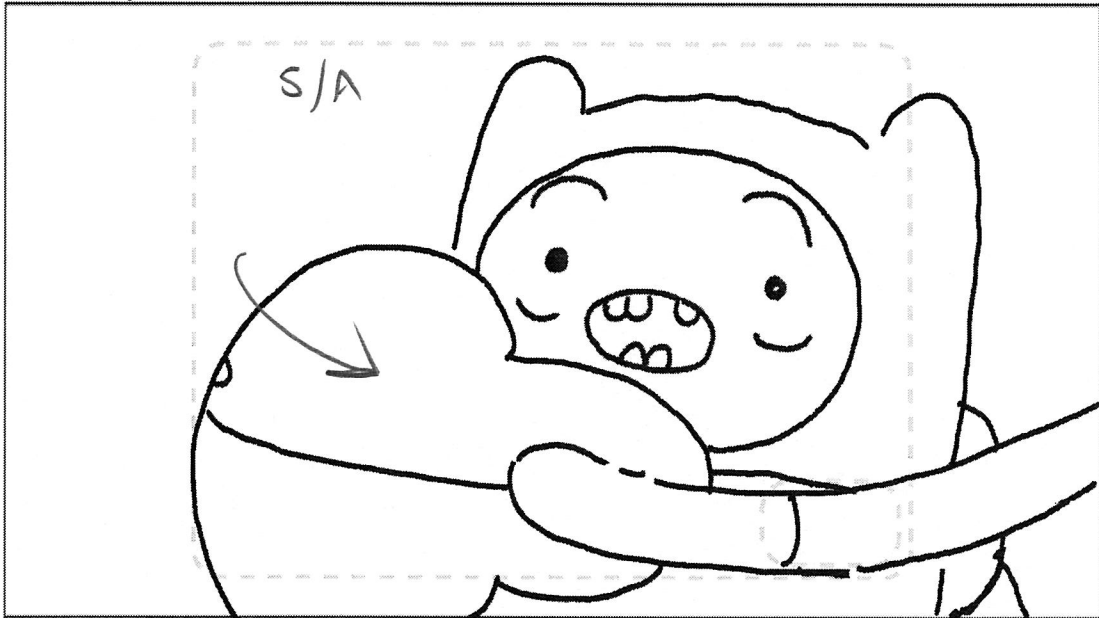
Production :

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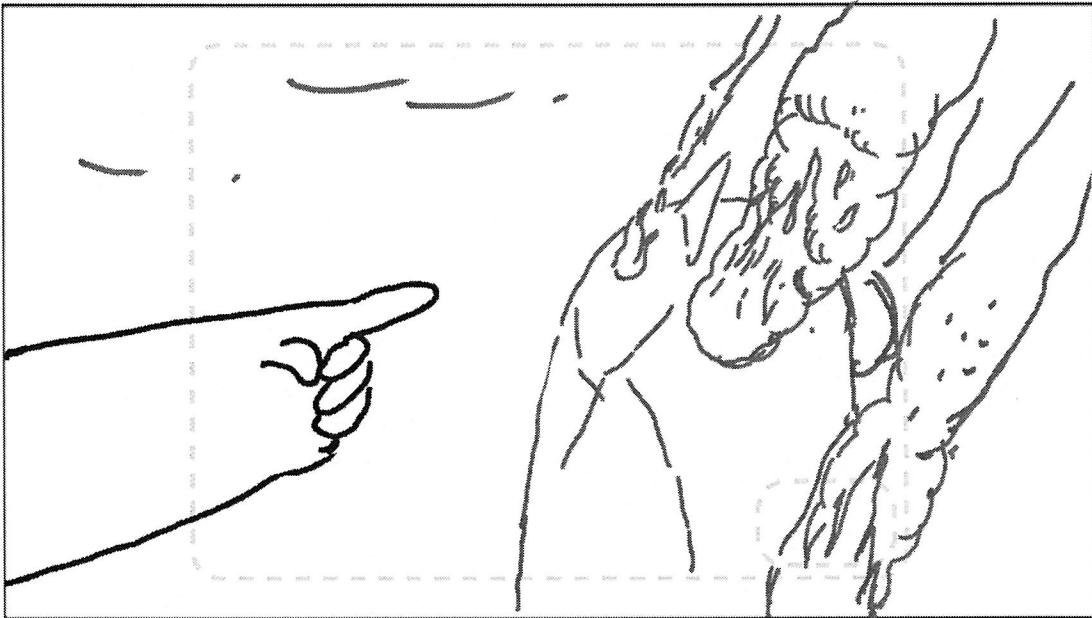
ADVENTURE TIME



Sc. 166 Pnl. B Bg. day night



Sc. 167 Pnl. A Bg. day night



Dialog:

(F)

THAT SHIP -

(F)

LOOKS LIKE  
IT'S GONNA BLOW UP!

Action:

Timing:

EPISODE # 1025-183  
Production :

ADVENTURE TIME

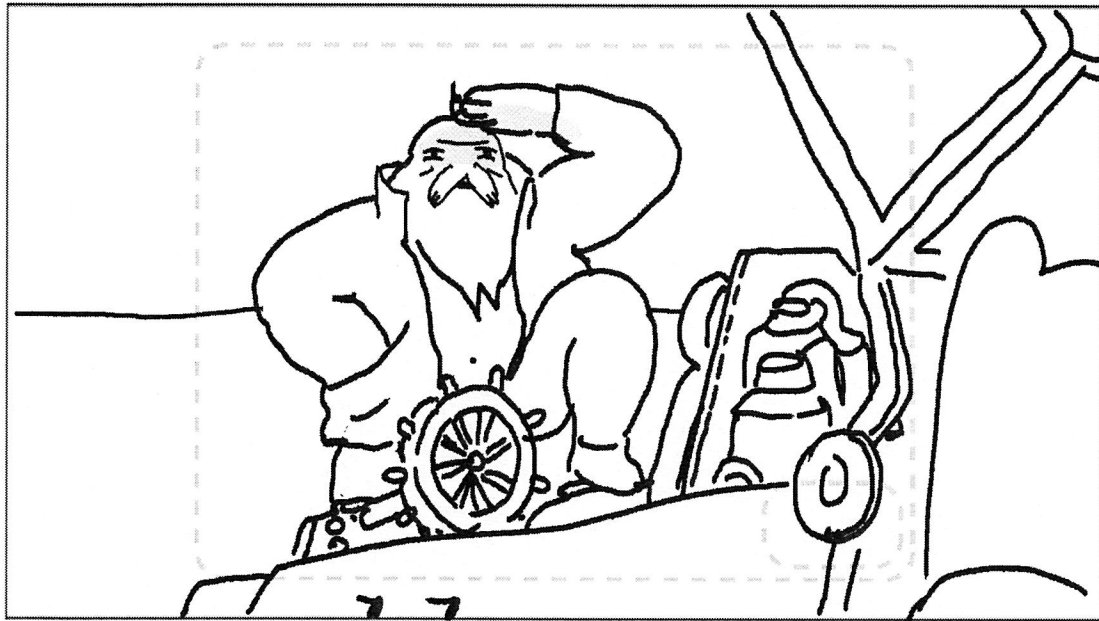


Sc. 168

Pnl. A

Bg.

day night



Sc. 168

Pnl. B

Bg.

day night



Dialog:

AHH .. MAYBE?  
(M) I DUNNO,

(M) MAYBE IT WON'T  
BLOW UP?

Action:

- M. SHRUGS.

Timing:

1025-183

EPISODE #

Production :

ADVENTURE TIME

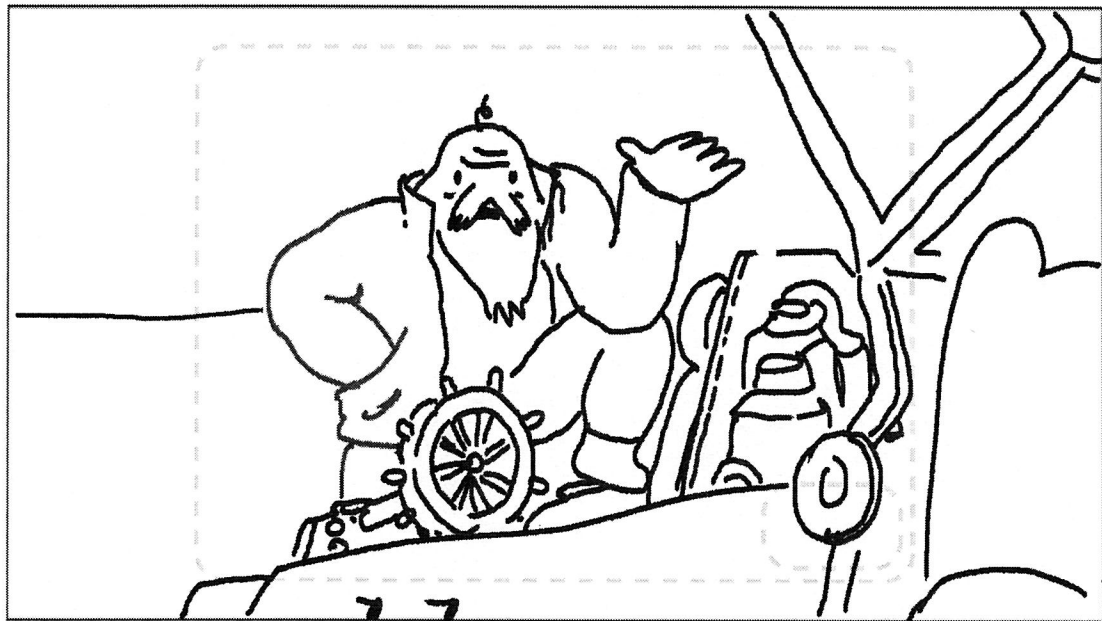


Sc. 168

Pnl. C

Bg.

day night

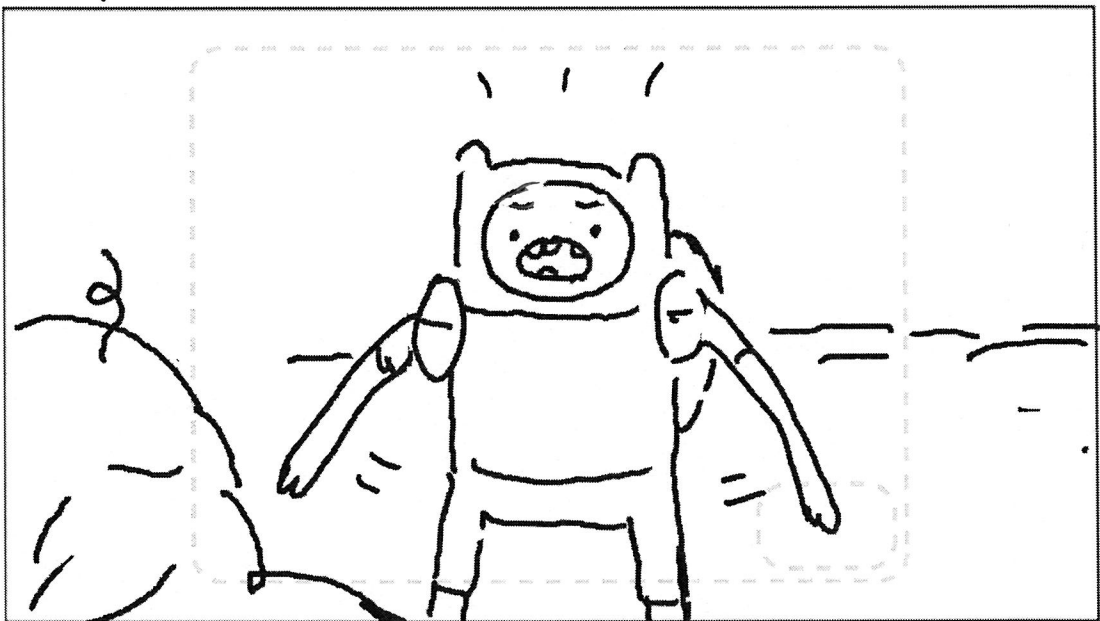


Sc. 169

Pnl. A

Bg.

day night



Dialog:

(M) I'VE SEEN ONE HUNDRED  
THINGS WEIRDER THAN  
A SHIP NOT BLOWING UP.

(F) LAUGH! DAD!!!

Action:

Timing:

Production :

EPISODE #

1025-183

ADVENTURE TIME

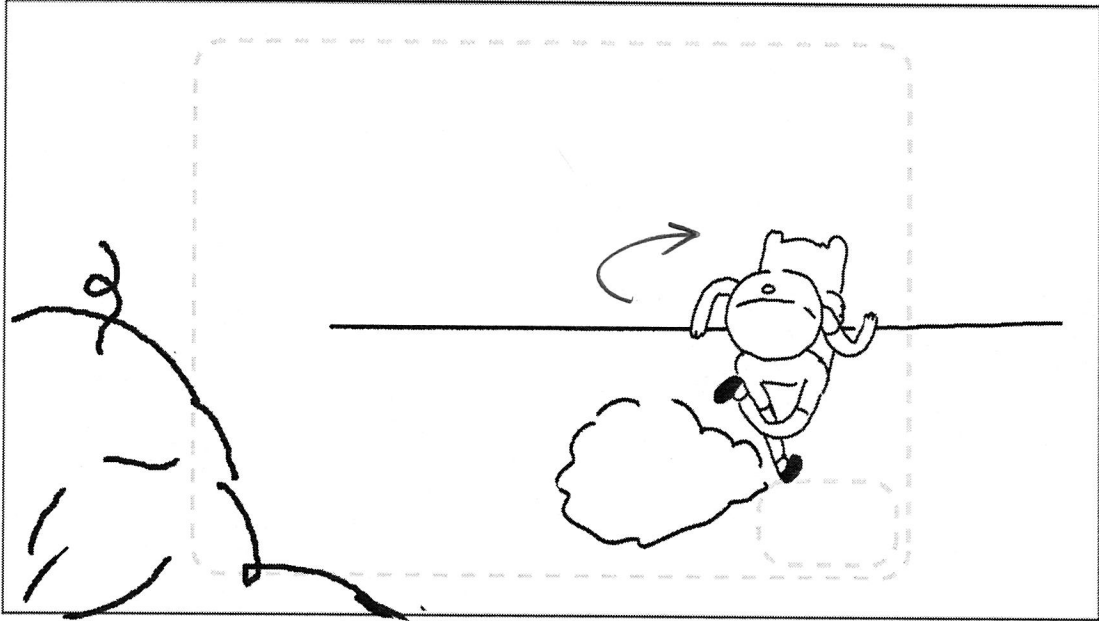


Sc. 169

Pnl. B

Bg.

day night

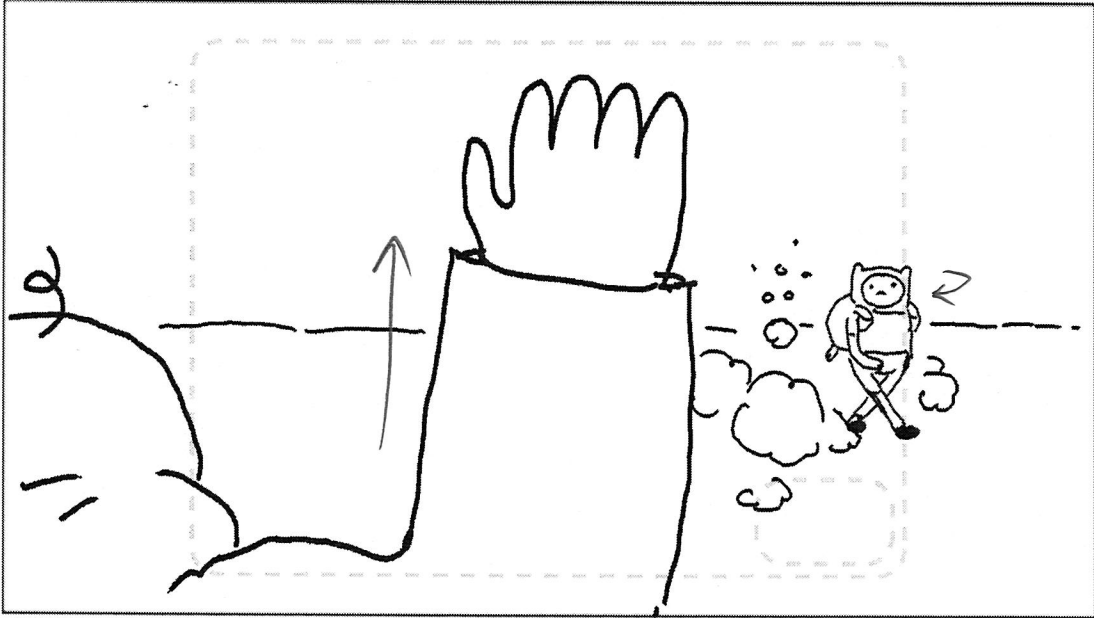


Sc. 169

Pnl. C

Bg.

day night



Dialog:	
(E) I NEED TO GO SHUT IT OFF!!!	(M) OKAY, OKAY, WAIT.
Action:	- F. TURNS AND RUNS - M. RAISES HAND - F. STOPS AND TURNS.
Timing:	

Production :

EPISODE #

1025-183

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# ADVENTURE TIME



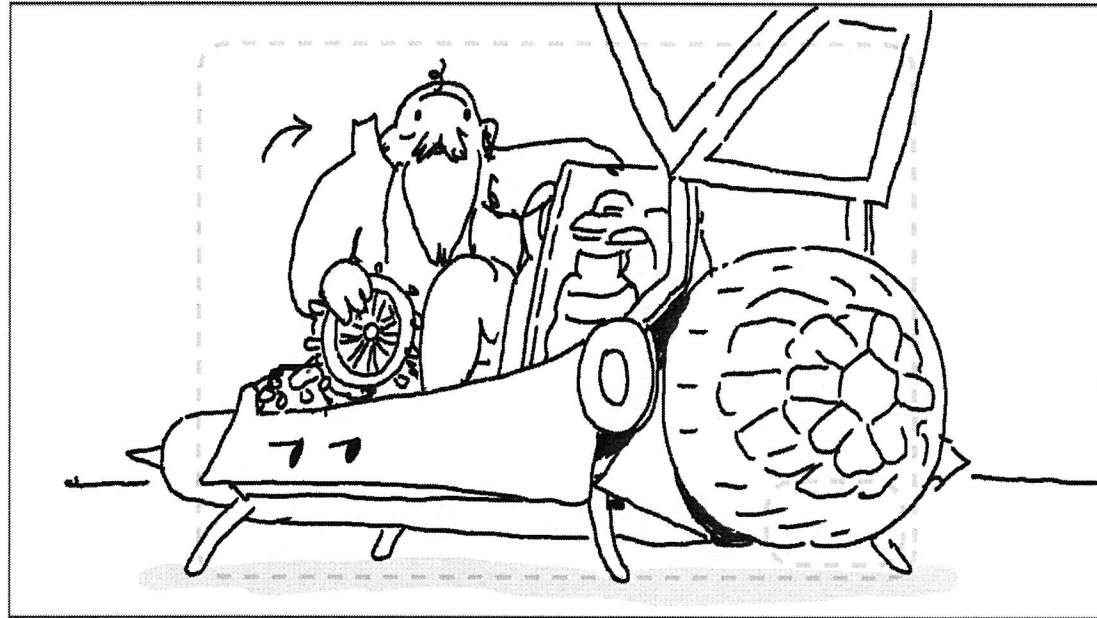
Page 201

Sc. 170

Pnl. A

Bg.

day night

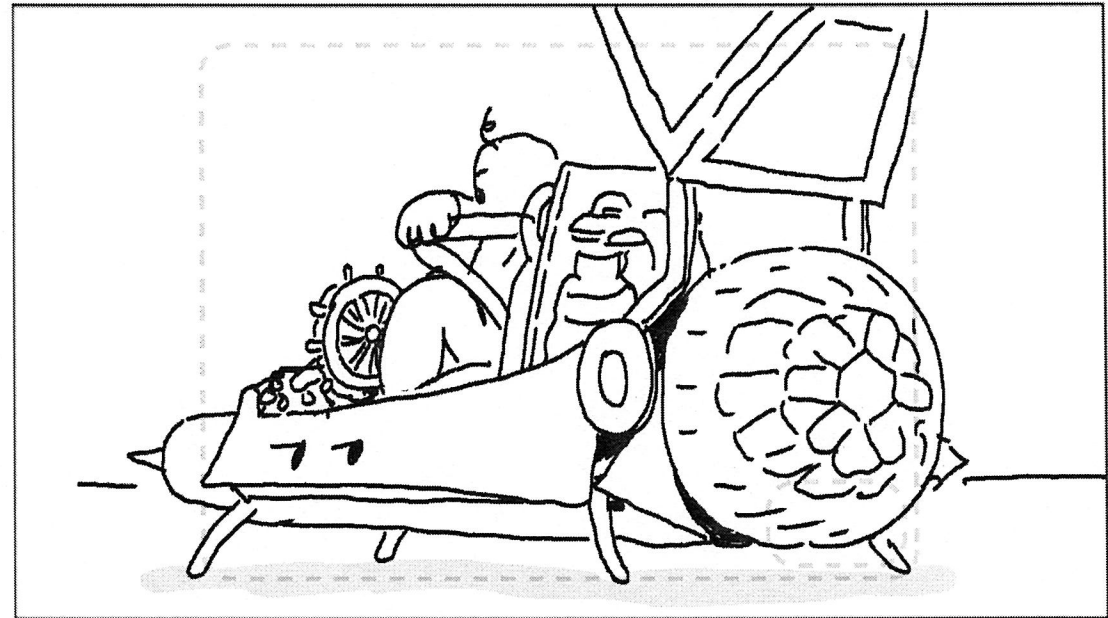


Sc. 170

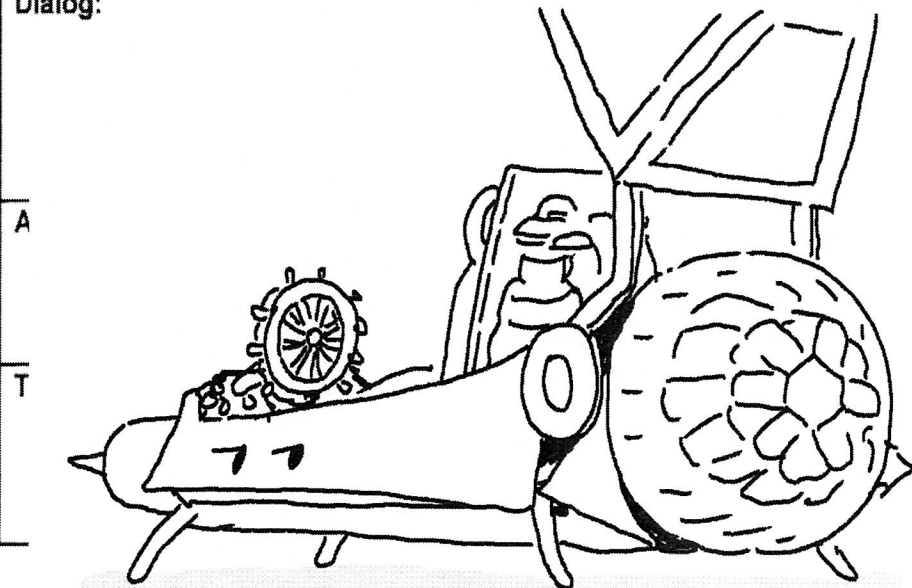
Pnl. B

Bg.

day night



Dialog:



REF



(M) IF YOU'RE GONNA  
TURN IT OFF, YOU'VE -

(SFX) SEATBELT WHIZ.

GETS INTO POD,  
PUTS ON SEATBELT.

EPISODE #

1025-183

Production :



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ADVENTURE TIME

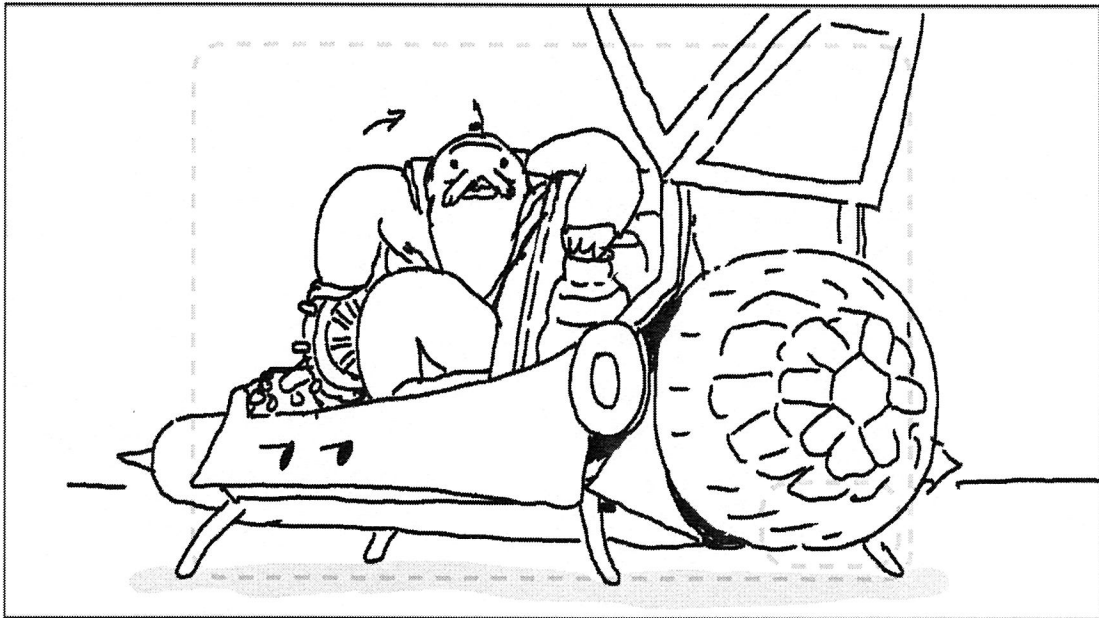


Sc. 170

Pnl. c

Bg.

day night

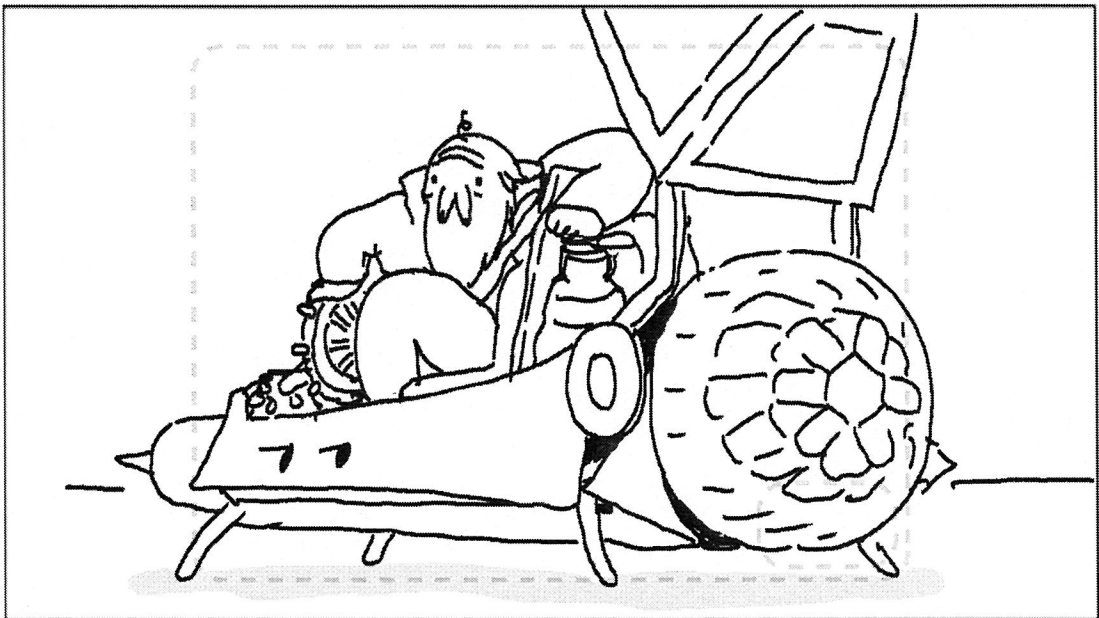


Sc. 170

Pnl. D

Bg.

day night



Dialog:

(M) (CONT) GOTTA PULL THE HEAT DUMP  
TOGGLE IN THE ENGINE CORE.

(M) UH. IT WAS TOO SNUG FOR  
ME TO GET TO , , ,

Action:

A LITTLE SHEEPISH.

Timing:

EPISODE # 1025-183

Production :

ADVENTURE TIME



171

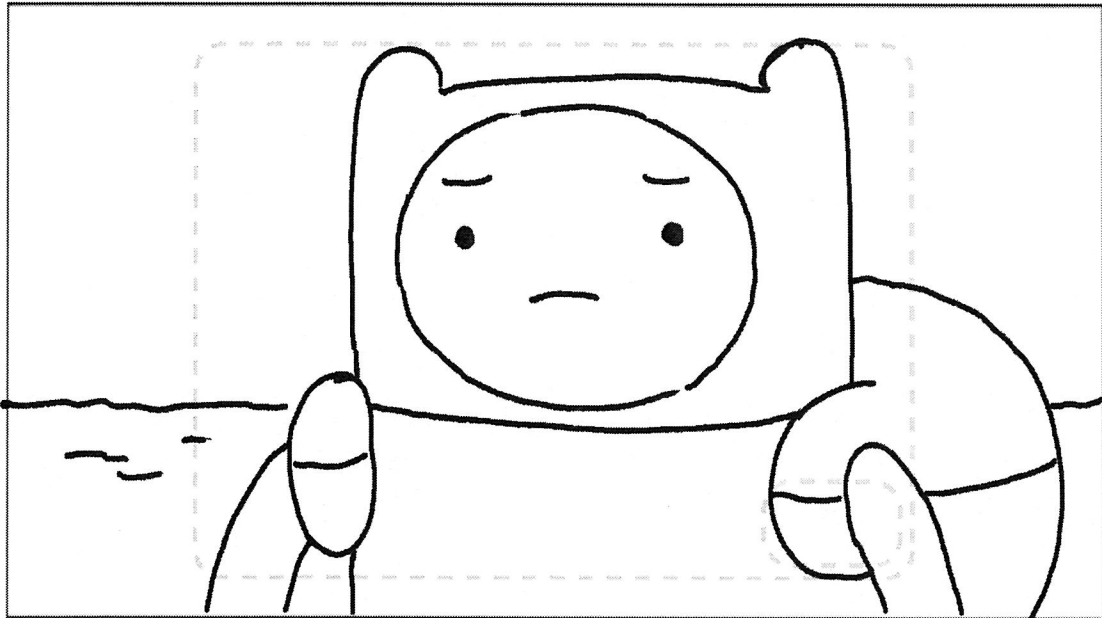
Page 203

Sc. 171

Pnl. A

Bg.

day night

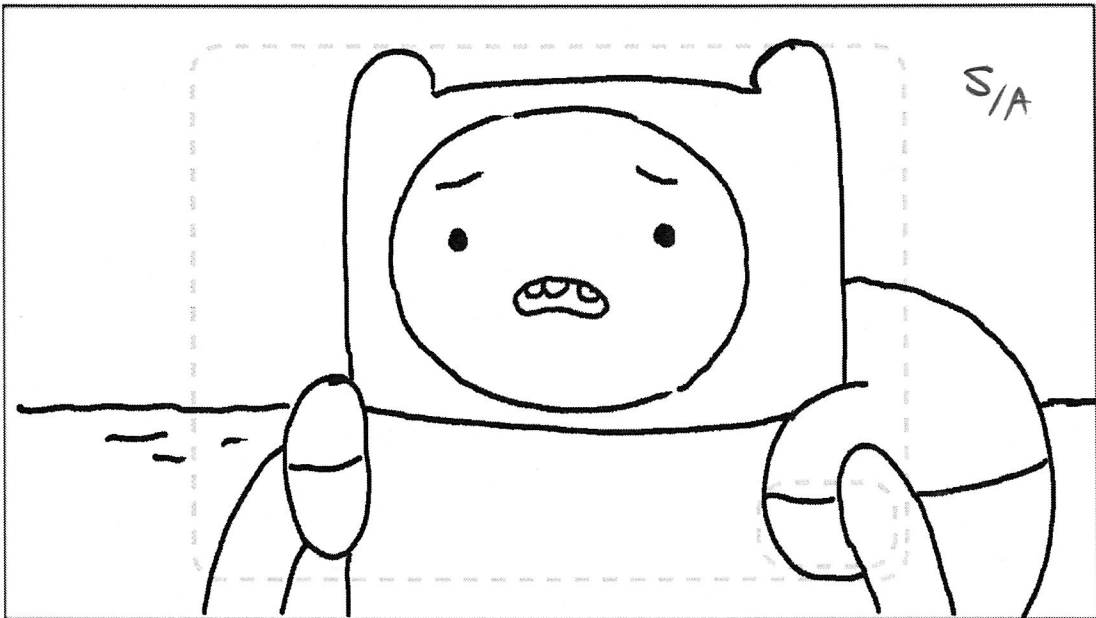


Sc. 172

Pnl. B

Bg.

day night



Dialog:

M/ (CONT)(O.S.) AND THOSE LITTLE GUYS AREN'T STRONG ENOUGH...

Action:

REALIZATION WASHING OVER HIM

Timing:

1025-183

EPISODE #

Production :

ADVENTURE TIME

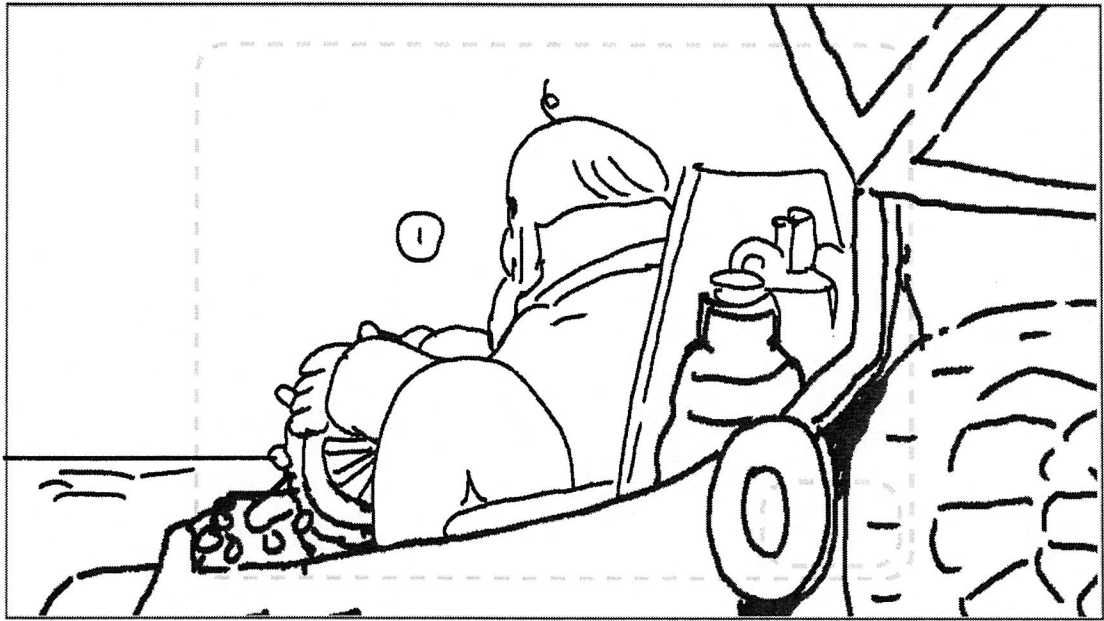


Sc. 172

Pnl. A

Bg.

day night

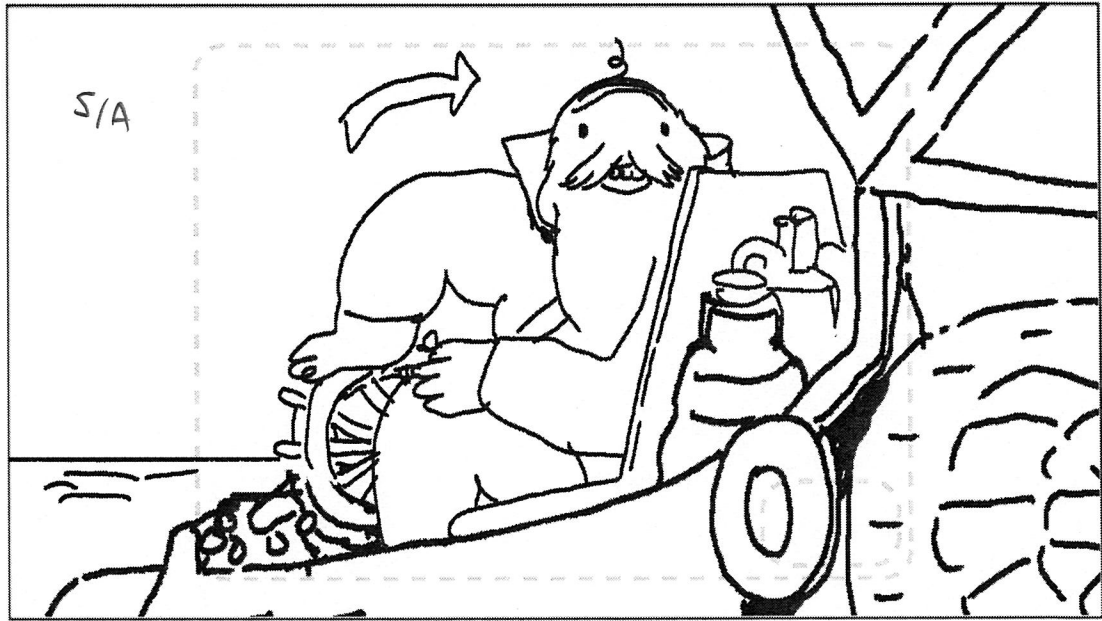


Sc. 172.

Pnl. B

Bg.

day night



Dialog:

(M) ②  
mmm...  
(THINKIN')

Action:



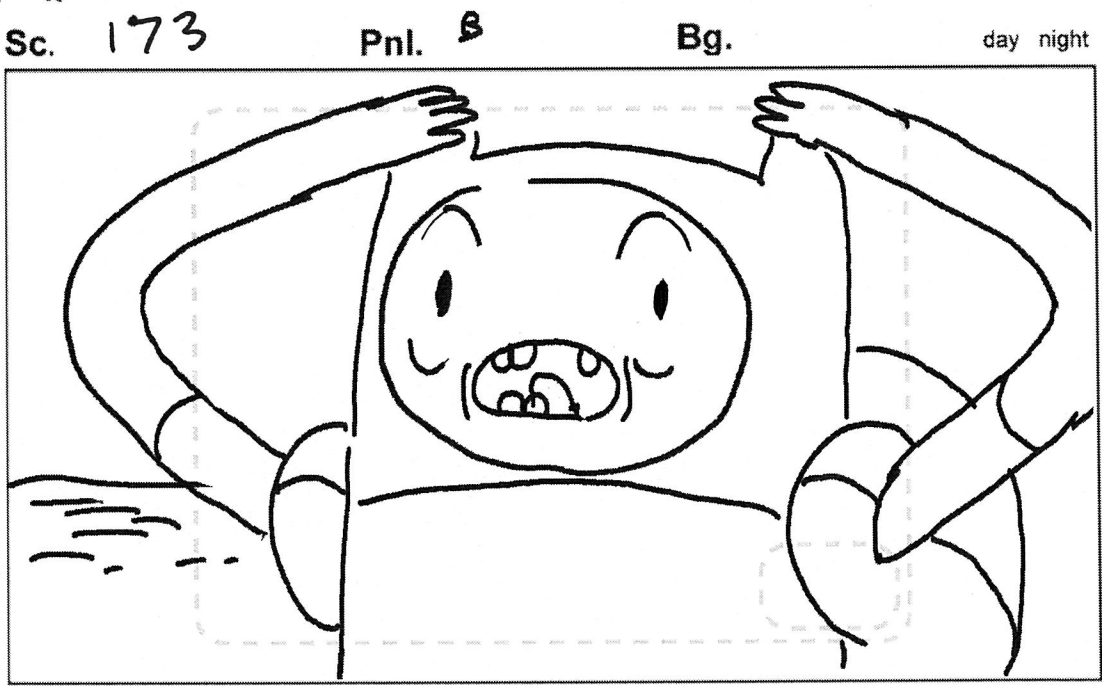
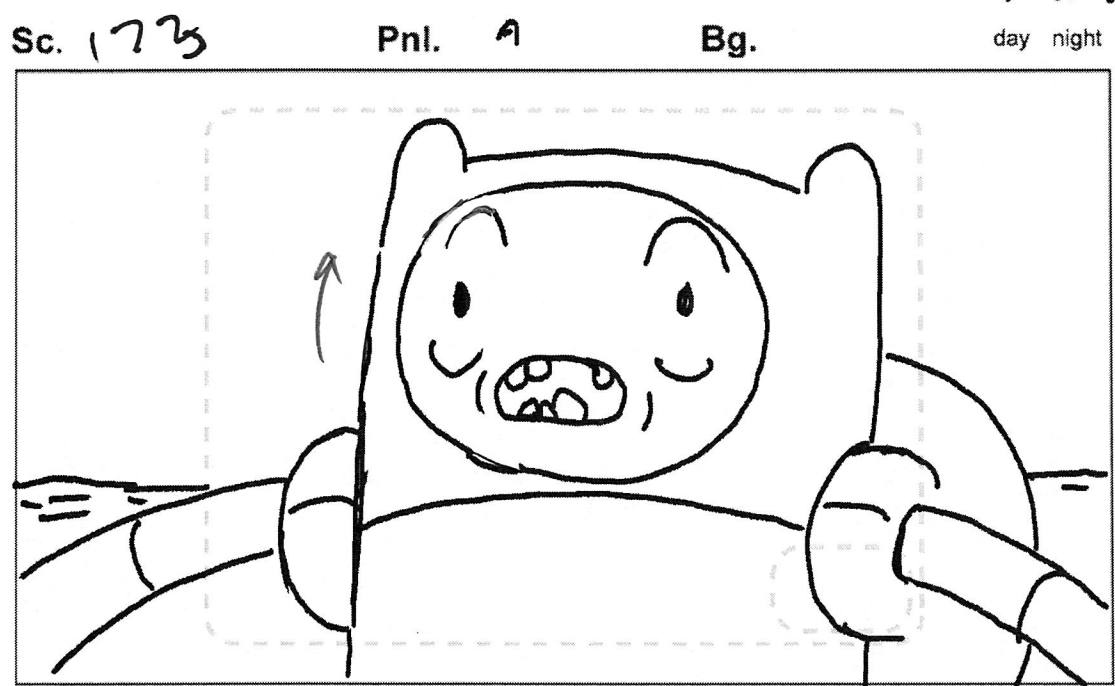
Timing:

(M) HEY ... I COULD WAIT FOR  
YOU? MAYBE WE COULD GO  
INTO SPACE TOGETHER?

↑  
SINGLE  
STATEMENT.

EPISODE # 1025-183  
Production :

ADVENTURE TIME



Dialog:	F/ WAIT WHY DIDN'T YOU TELL ME ABOUT THE HEAT DUMP IN THE FIRST PLACE!?
Action:	- F. GRABS HAT NUBS IN DISBELIEF.
Timing:	

1025-183

EPISODE #

Production :

ADVENTURE TIME



Sc. 174

Pnl. A

Bg.

day night



Sc. 174

Pnl. B

Bg.

day night



Dialog:	(M) I UHNNNO!	(M) WINK!
Action:	SAYS "WINK" WHILE WINKING.	
Timing:		

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

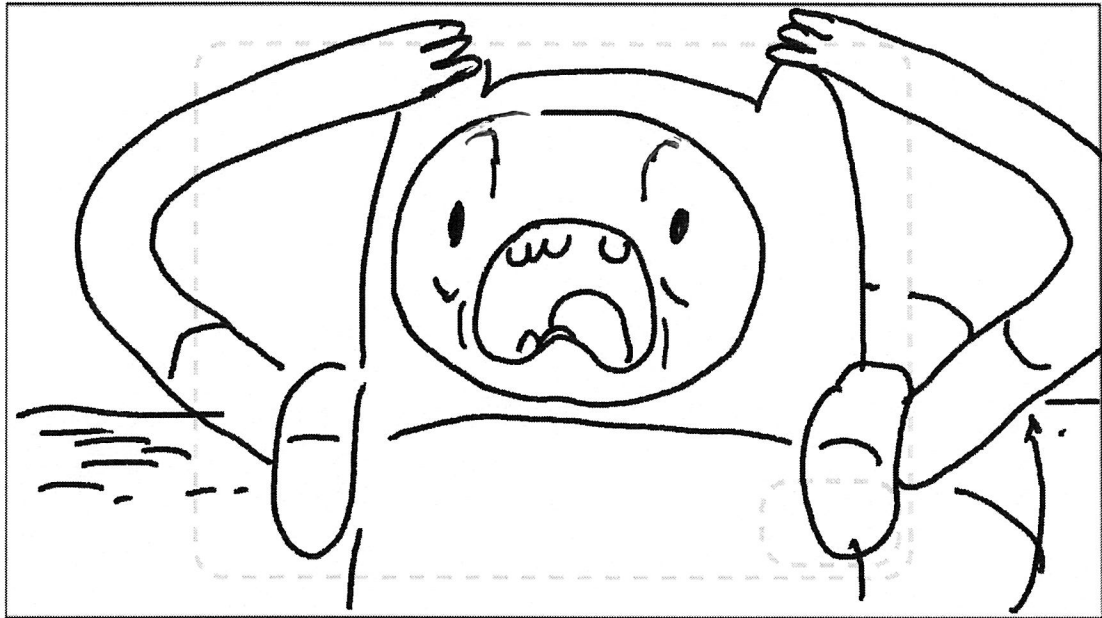


Sc. 175

Pnl. A

Bg.

day night

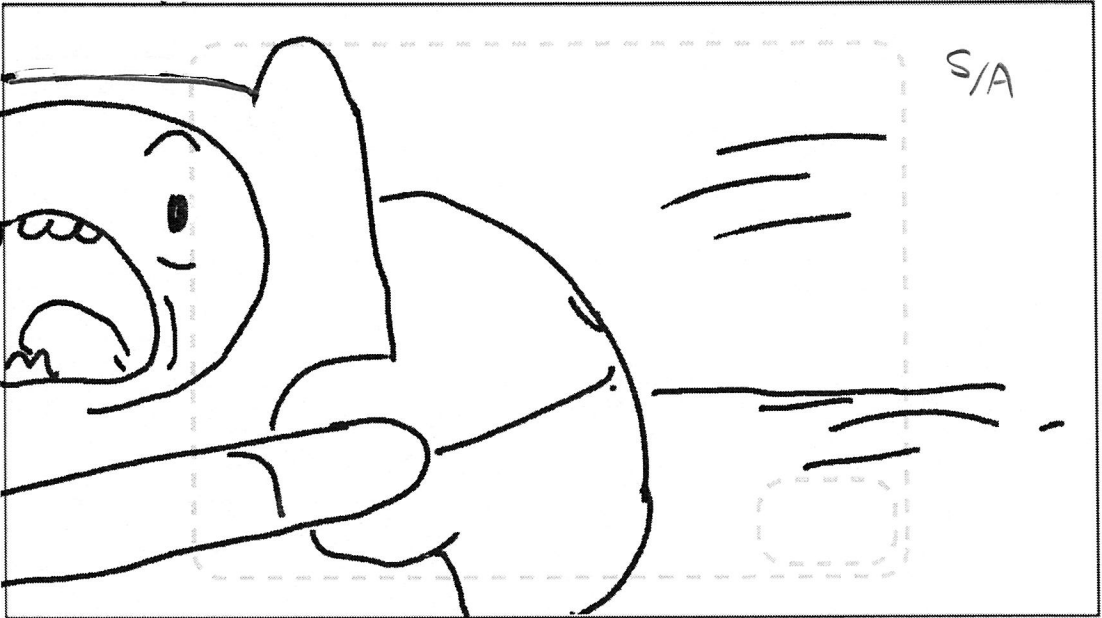


Sc. 175

Pnl. B

Bg.

day night



Dialog:	ⓔ/A U U G I T . . ' ⓔ/ A U G G I T H H . . ' .
Action:	- F LUNGES FORWARD.
Timing:	

EPISODE # 1025-183  
Production :



ADVENTURE TIME

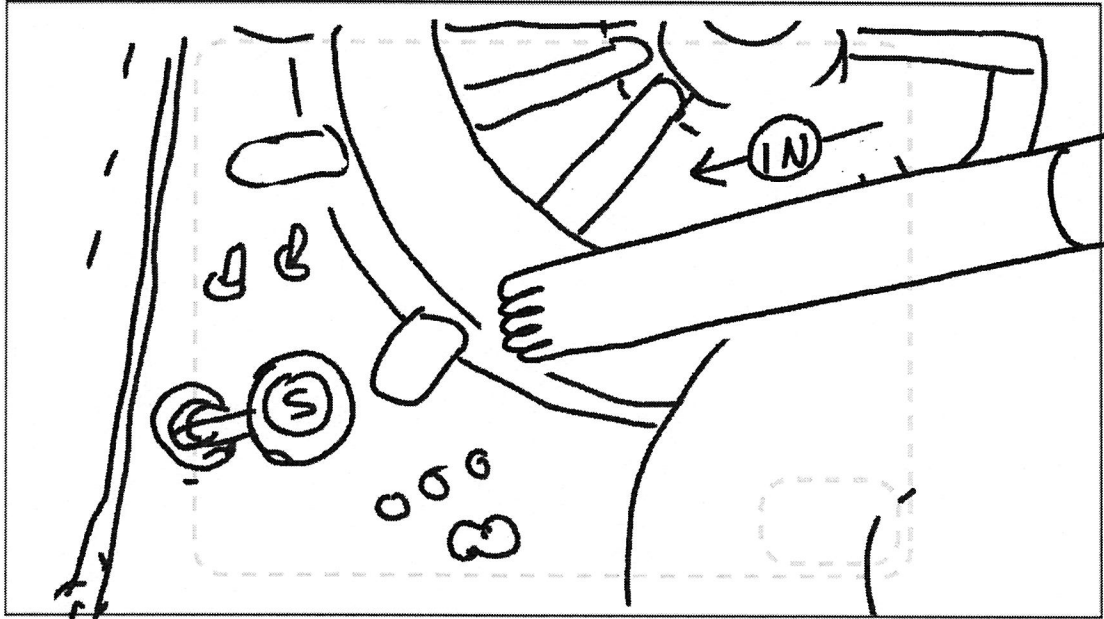


Sc. 176

Pnl. A

Bg.

day night

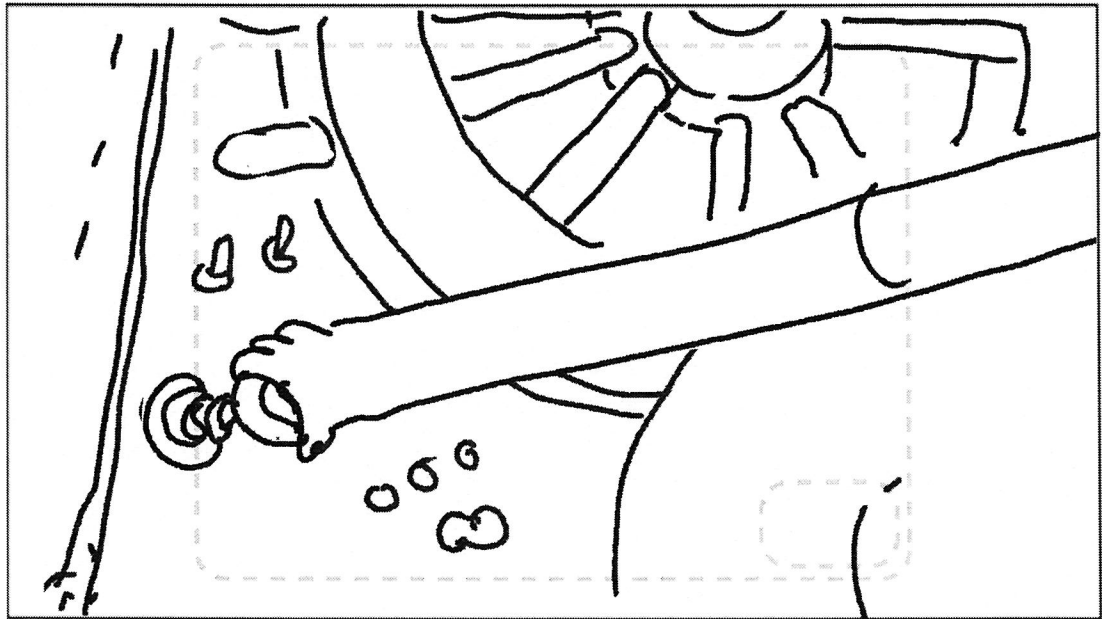


Sc. 176

Pnl. B

Bg.

day night



Dialog:	(F) AU GGH H H ' ' ' ' .
Action:	-F GRABS THE START THROTTLE
Timing:	

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

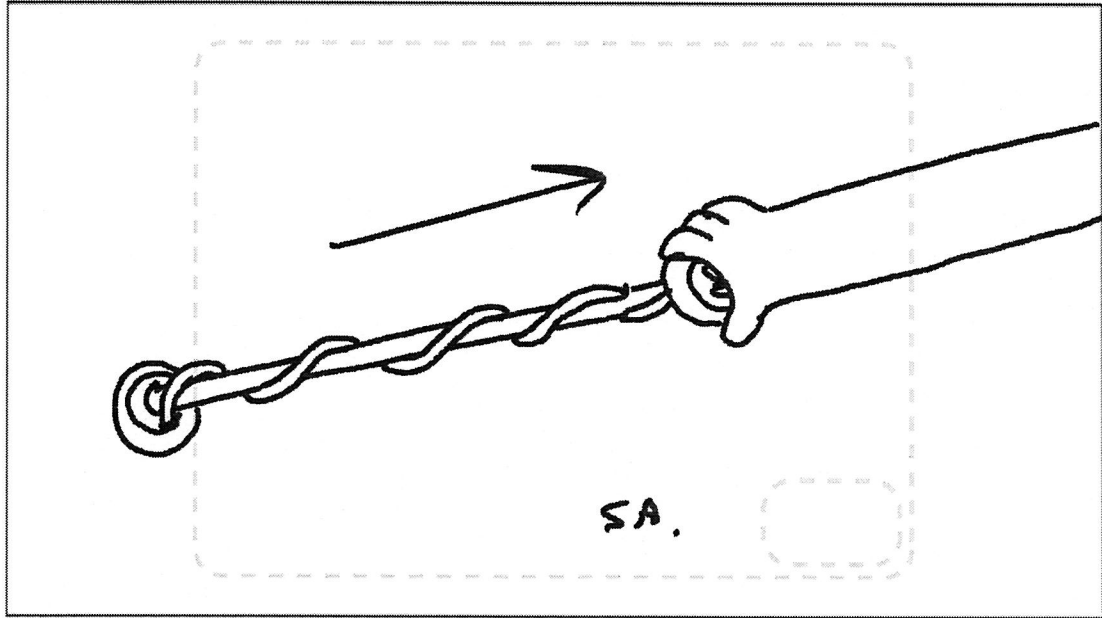


Sc. 176

Pnl. C

Bg.

day night

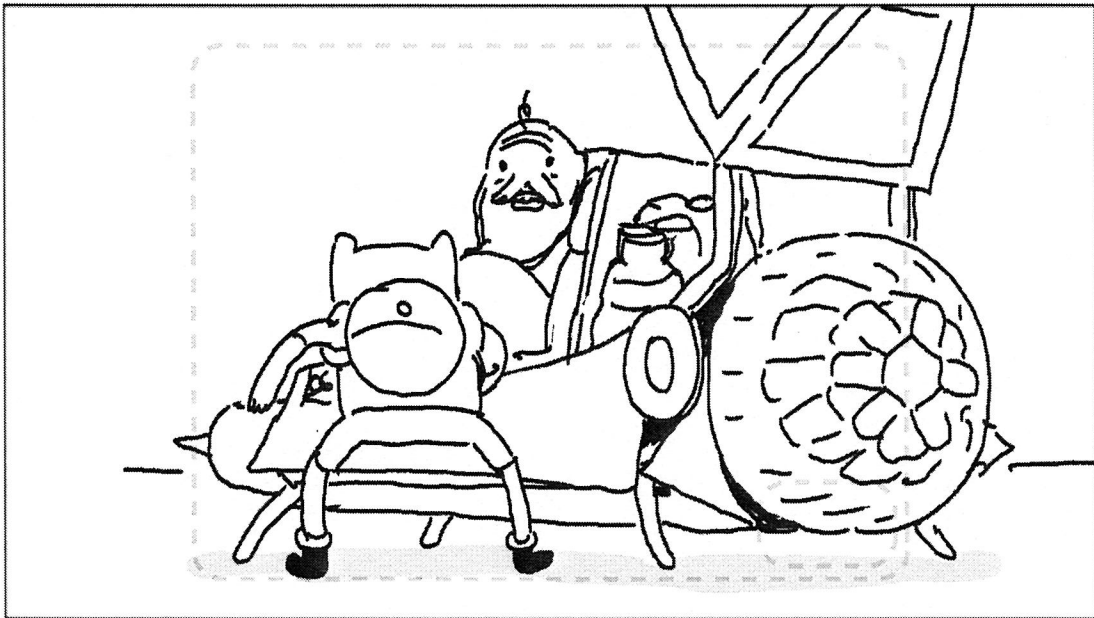


Sc. 177

Pnl. A

Bg.

day night



Dialog:

(SFX)

ENGINE POWERS UP!

(M)

WHAT'S UP?



FAST, AND THE  
EMPHASIS ON "WHAT".

Action:

- F. YANKS THROTTLE  
(PINBALL LAUNCHER)

Timing:

# ADVENTURE TIME



Sc. 177

Pnl. B

Bg.

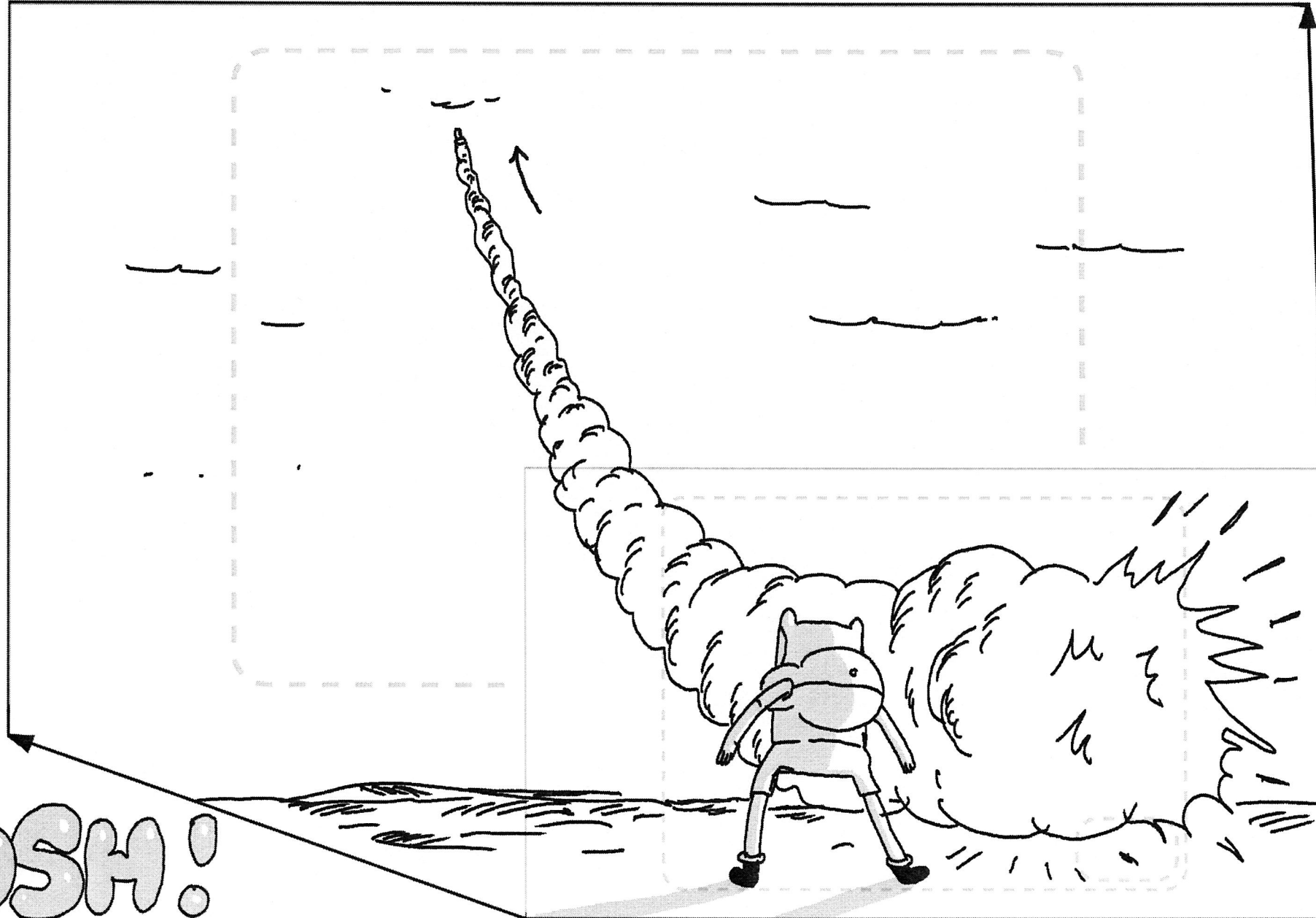
day night

Page 210

- POD  
LAUNCHES  
INTO SPACE

(SFX)

# WOSH!



Production :

EPISODE #

1025-183

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# ADVENTURE TIME



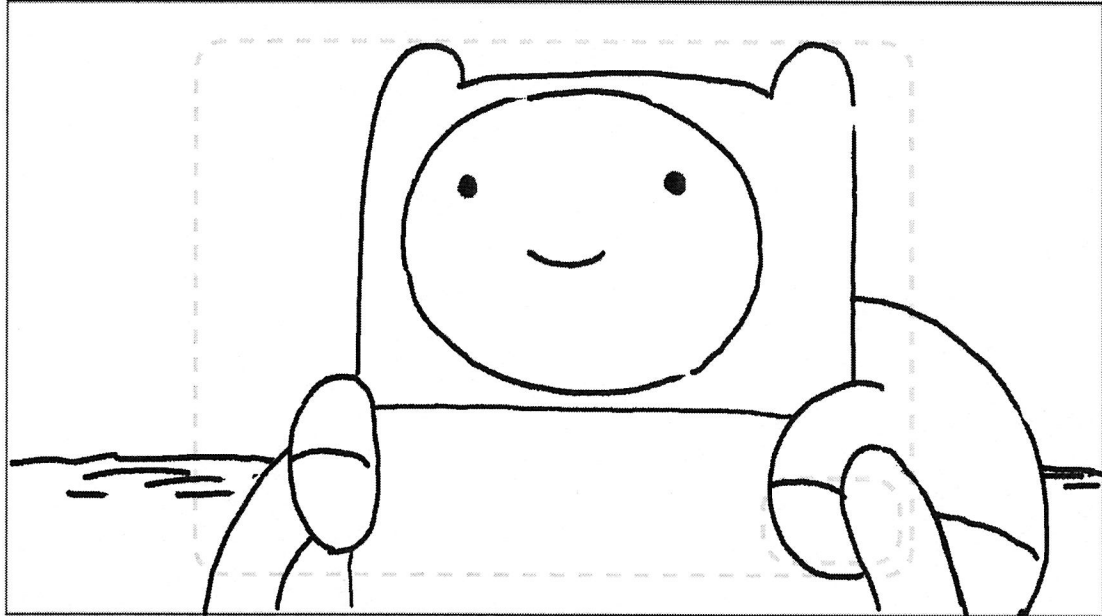
Page 211

Sc. 178

Pnl. A

Bg.

day night

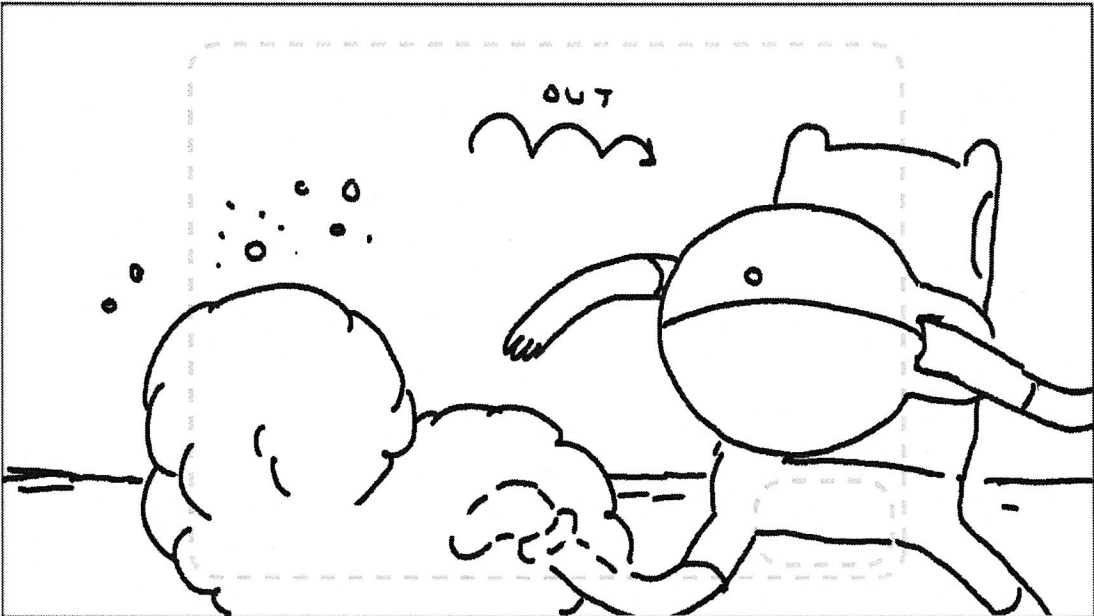


Sc. 178

Pnl. B

Bg.

day night



Dialog:

Action:

- F. RUNS OFF/S,

Timing:

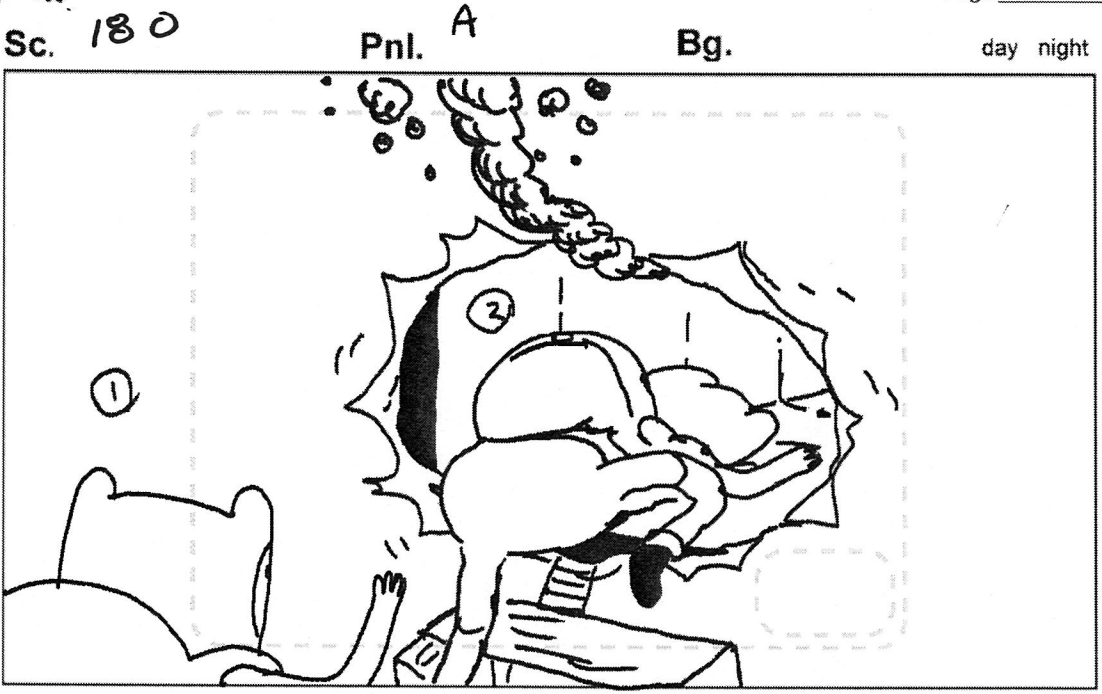
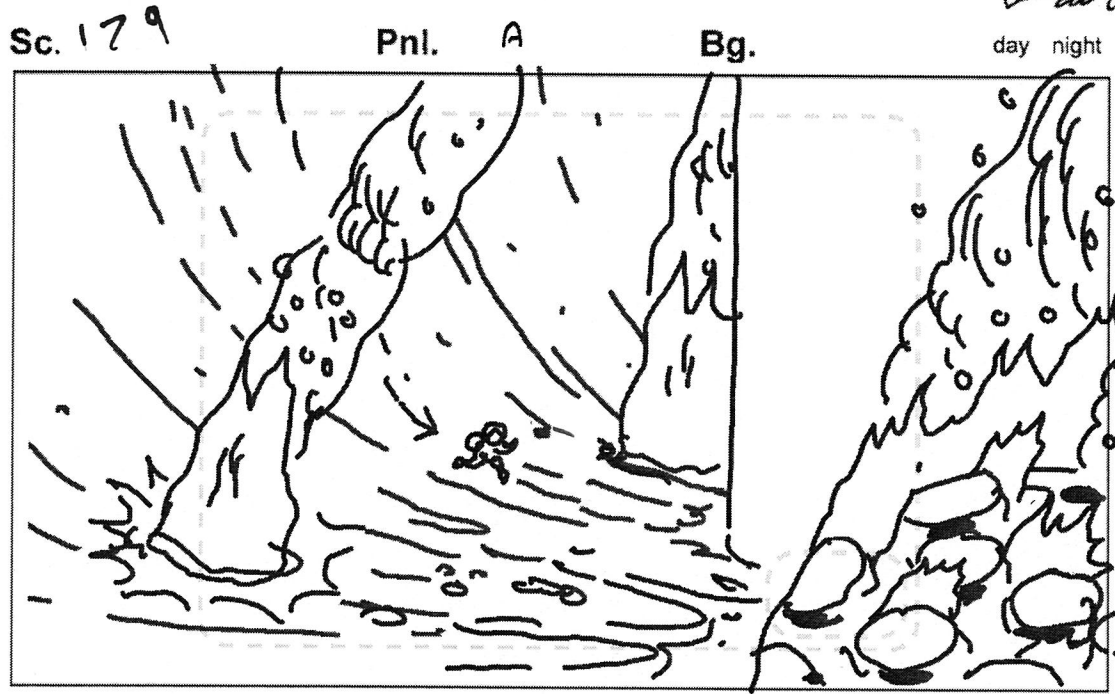
EPISODE #

1025-183

Production :

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ADVENTURE TIME



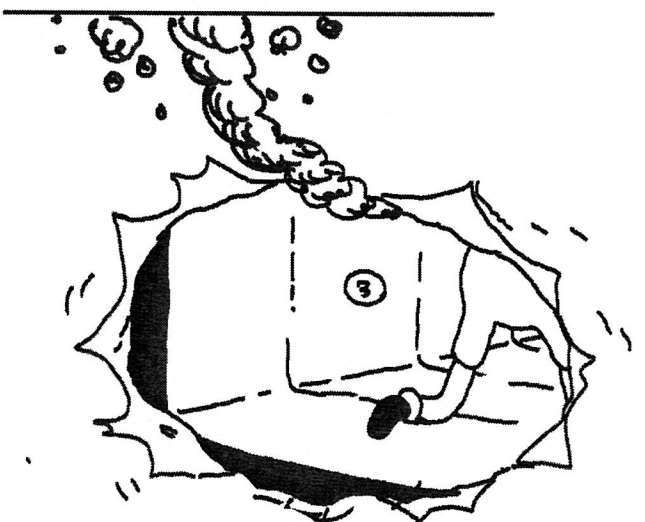
Dialog:

Action:

Timing:

FIRE AND SMOKE.

WHAT'S LEFT OF THAT ONE EXPLODED ENGINE.



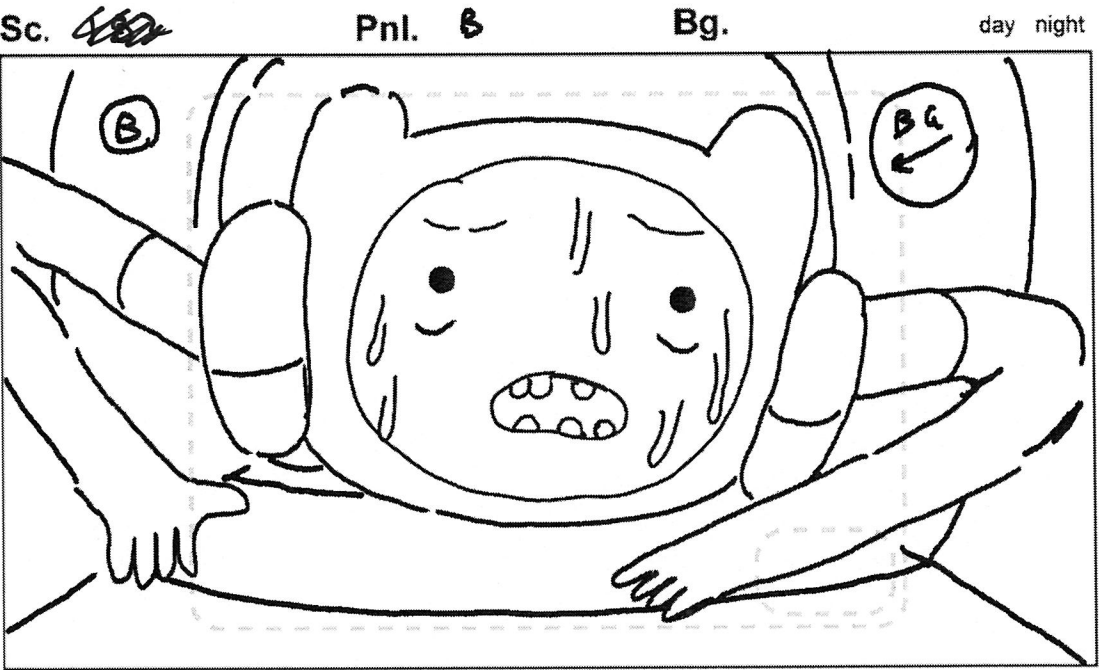
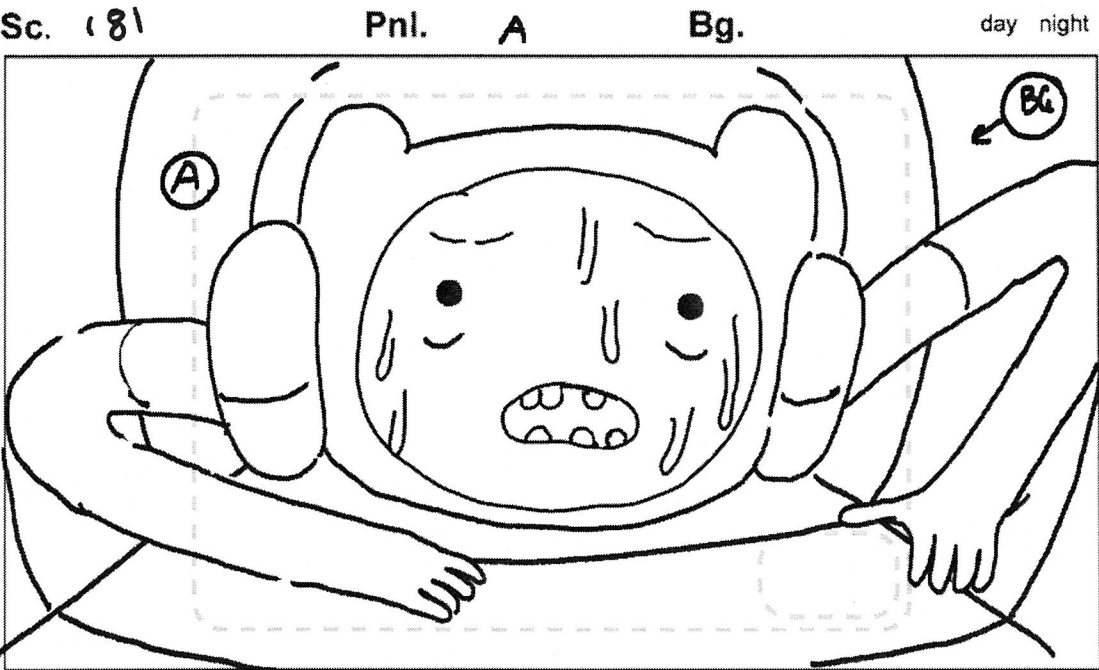
EPISODE # 1025-183

Production :

ADVENTURE TIME



181



Dialog:	(F) UH. UNH. UGH.
Action:	CRAWLING THROUGHING A HOT TIGHT PIPE (A) (B) (A) (B) WALLS ARE GLOWING RED WITH HEAT.
Timing:	

EPISODE # 1025-183  
Production :



# ADVENTURE TIME



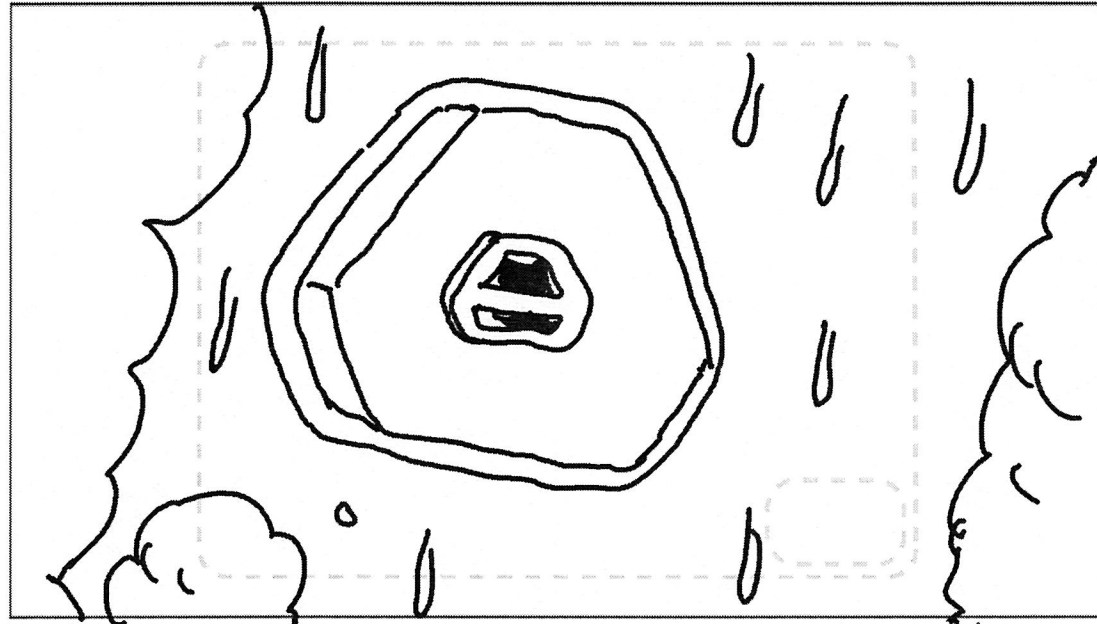
Page 214

Sc. 182

Pnl. A

Bg.

day night



Sc. 182

Pnl. B

Bg.

day night



Dialog:

(SFX) CLANG!  
(F) YEUGH.

Action: WALLS SWEATING, STEAM EVERYWHERE,  
WALLS GLOWING EVEN REDDER, MAYBE EVEN  
HEAT WAVES IN THE AIR.

HOT,  
HOT,  
HOT!

Timing:

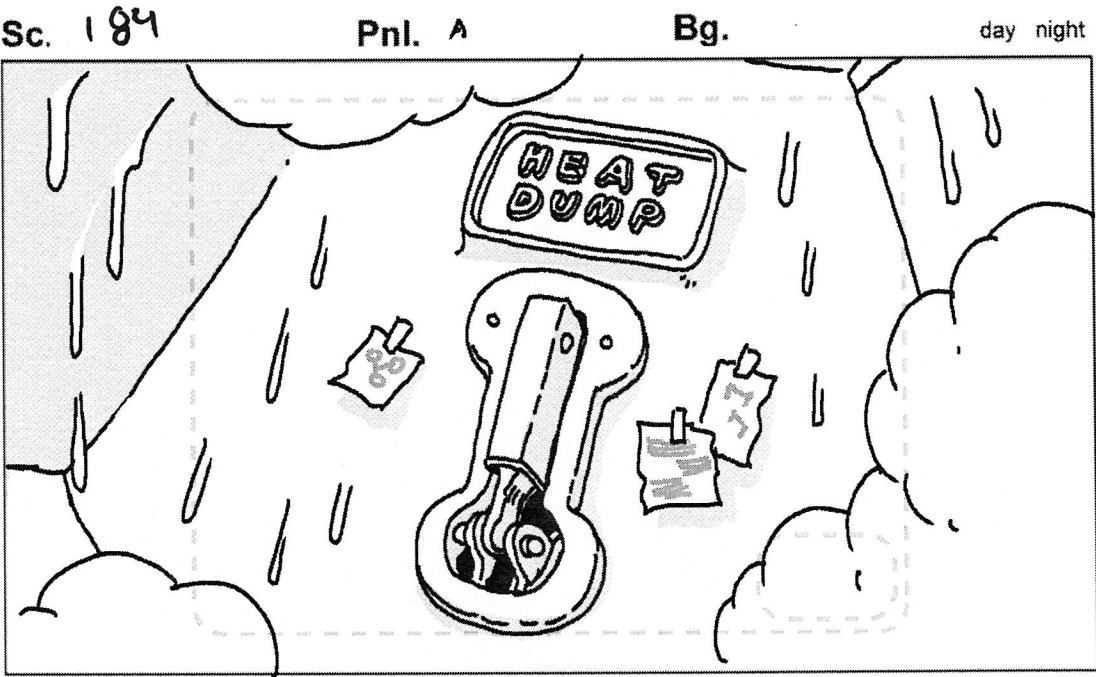
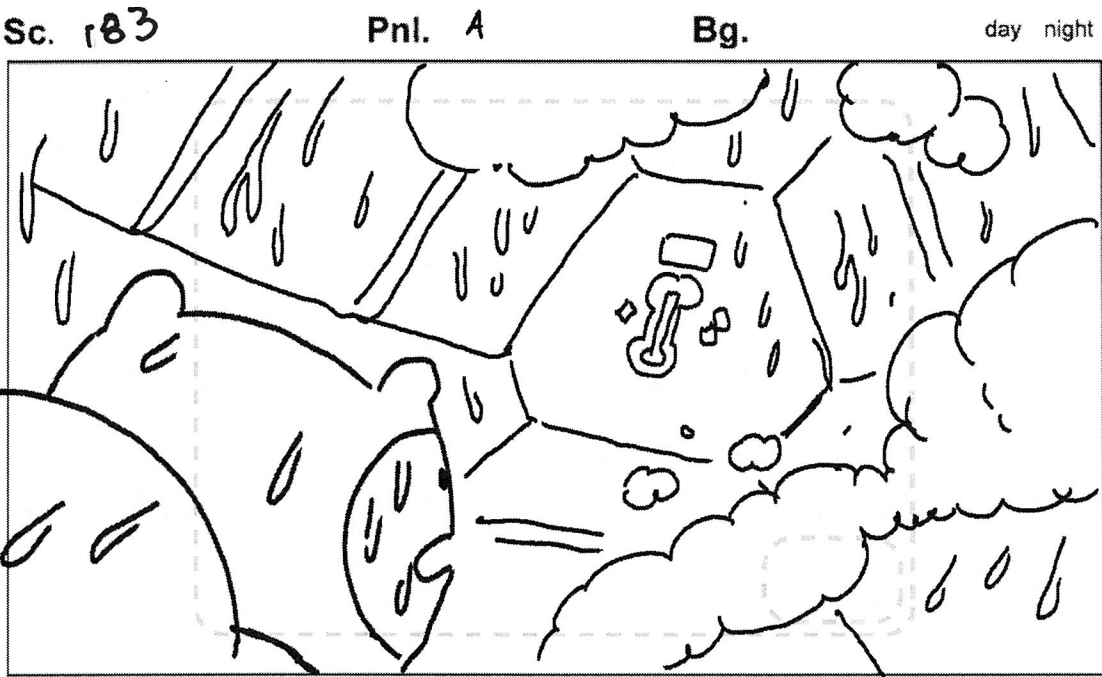
EPISODE #

1025-183

Production :

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ADVENTURE TIME



Dialog:

Action:

Timing:

THE ENGINE CORE.

ADVENTURE TIME



Sc. 195

Pnl.

Bg.

day night

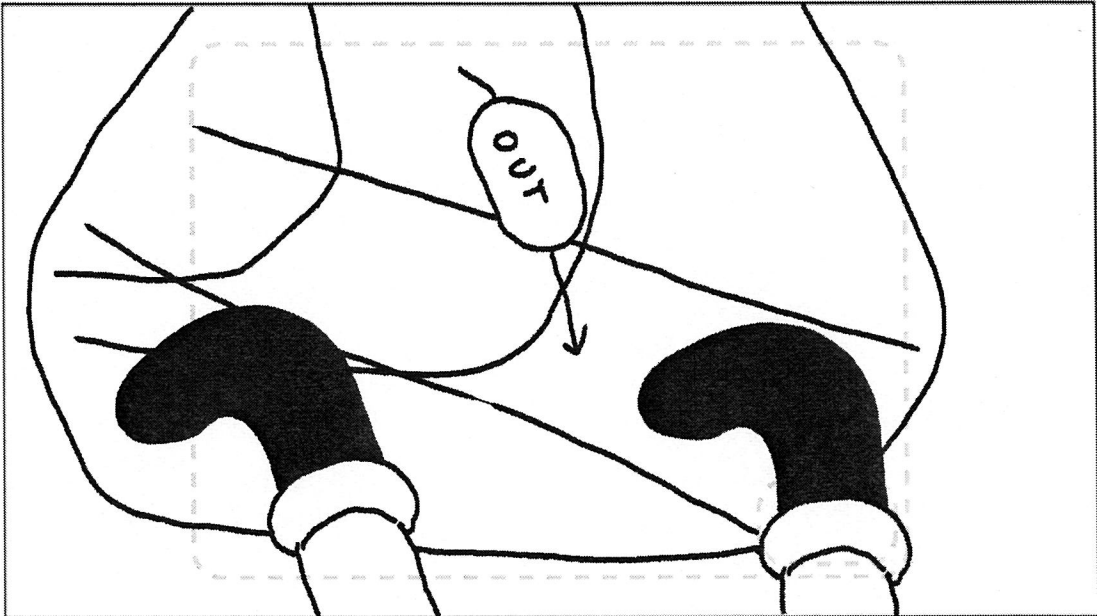


Sc. 185

Pnl.

Bg.

day night



Dialog:

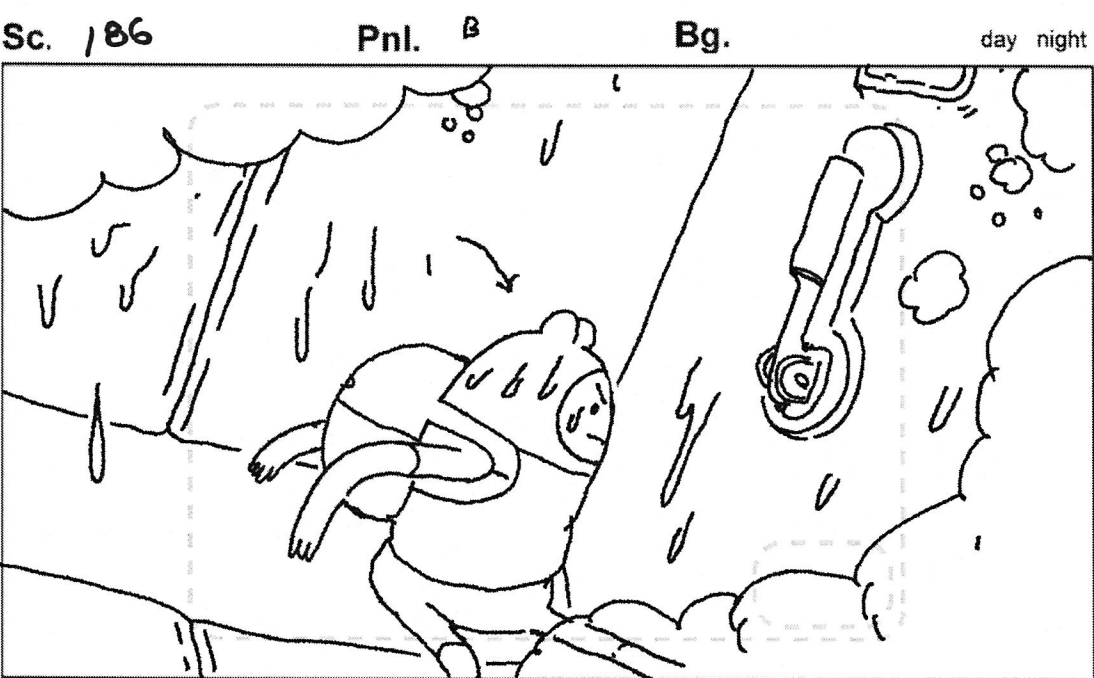
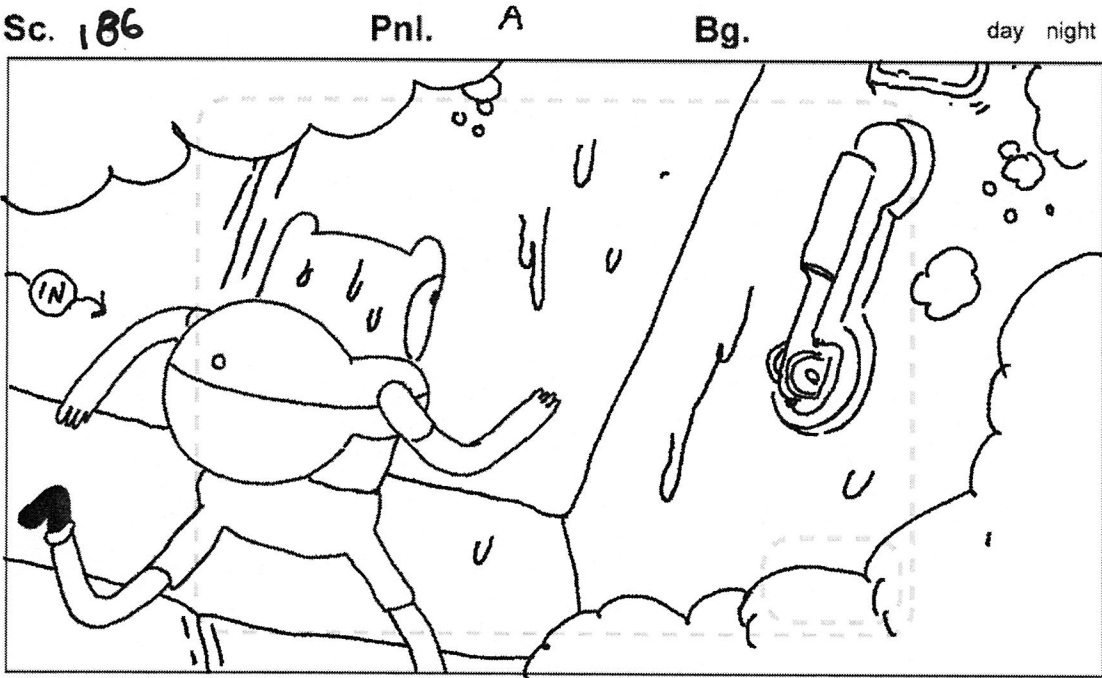
ⓔ HOT DUMP!  
ALT: HOT BINGO!

Action:

Timing:

EPISODE # 1025-183  
Production :

ADVENTURE TIME



Dialog:

Action: - F RUNS ONKS

ANTIC.

Timing:

EPISODE # 1025-183  
Production :

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ADVENTURE TIME

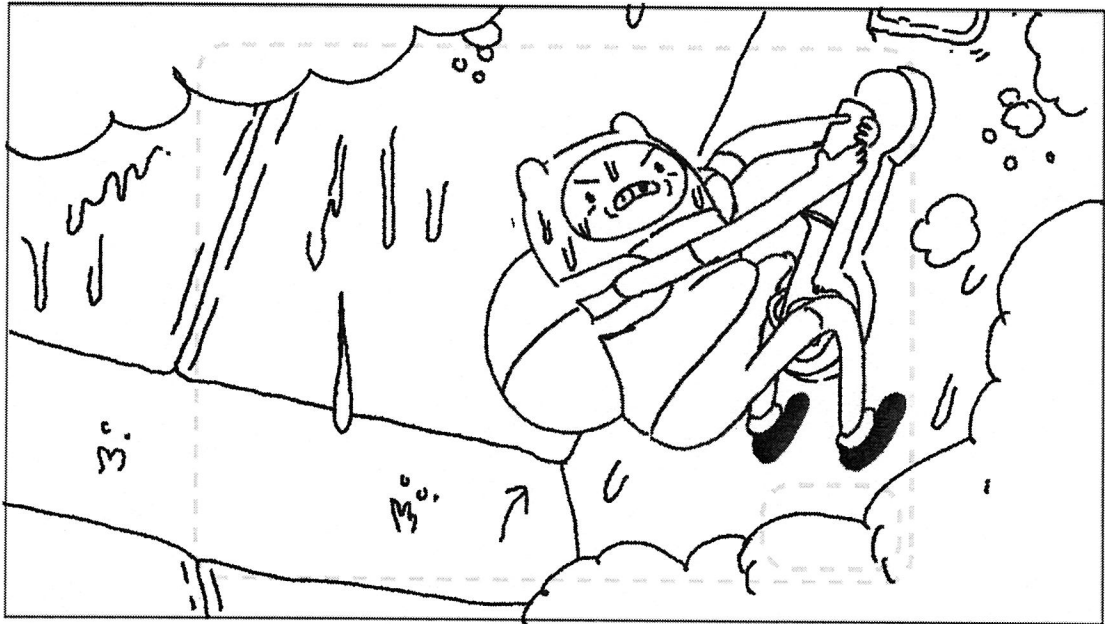


Sc. 186

Pnl. C

Bg.

day night

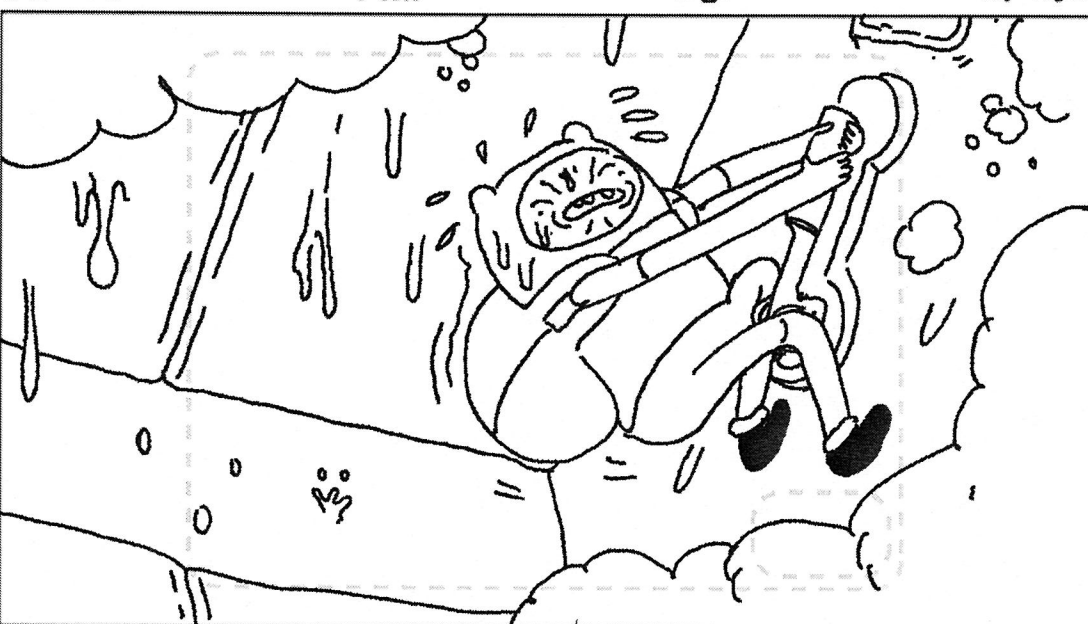


Sc. 186

Pnl. D

Bg.

day night



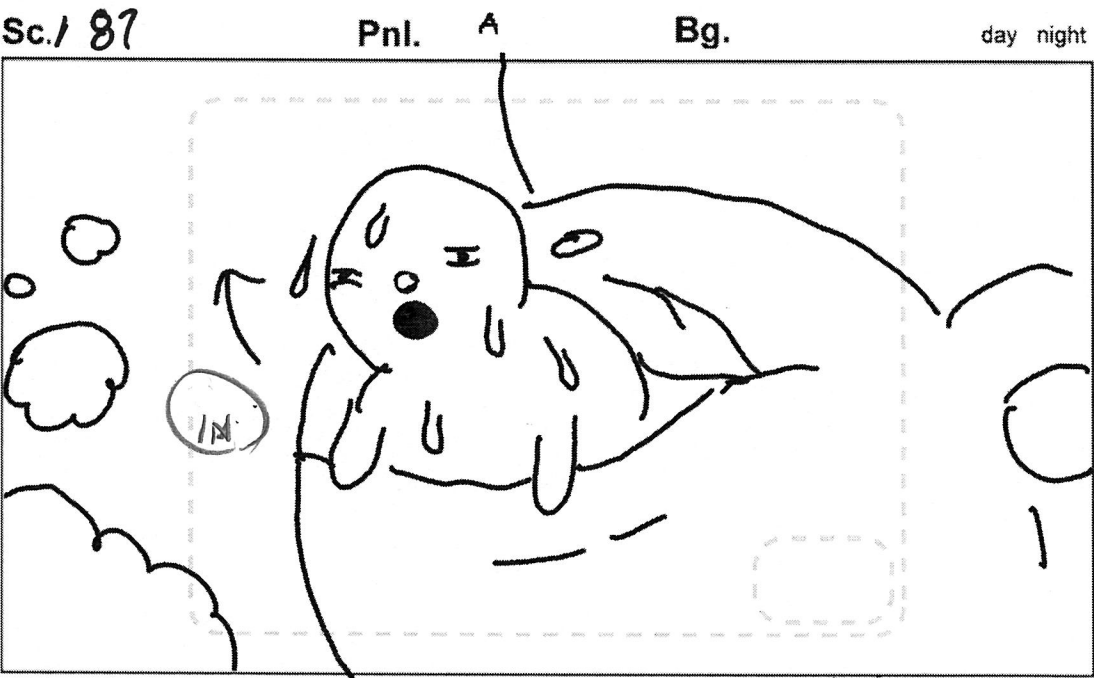
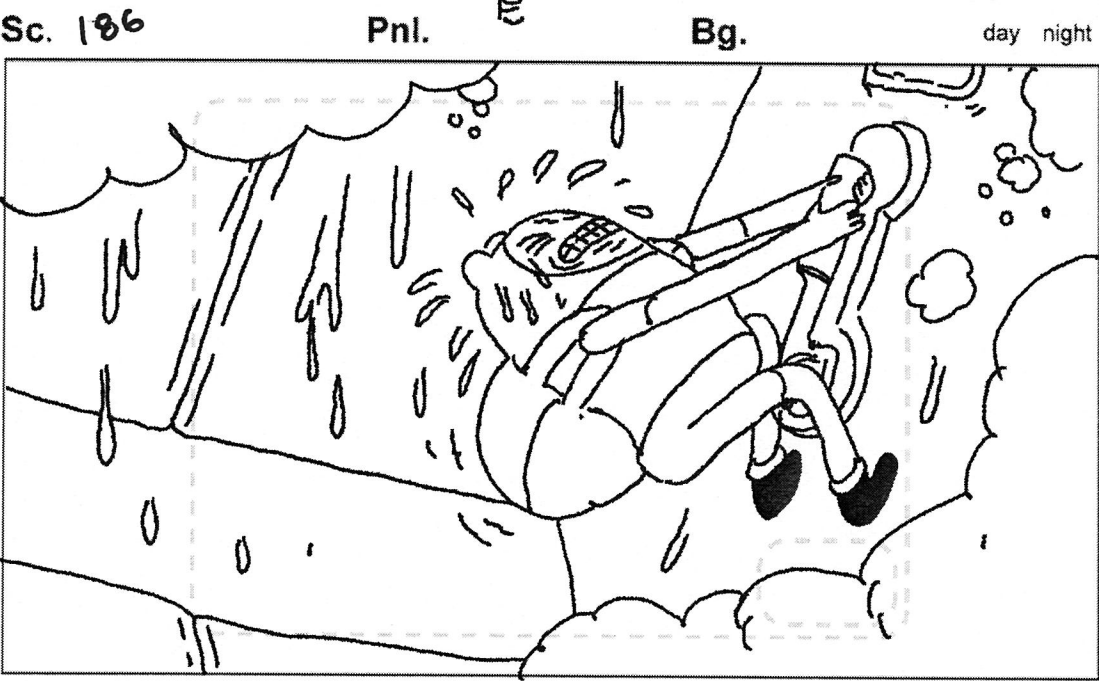
Dialog:	F: [STRAINING]	
Action:	LIKE A <u>CAT</u> !	STRUGGLING . SHAKING & SWEATING , NOT BUDGING THE SWITCH.
Timing:		

EPISODE # 1025-183

Production :

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ADVENTURE TIME



Dialog:	ⓔ RRR!! TOO .. STUCK!!!	Ⓛ OH H NO ~~~~ ...
Action:	SHAKING, SWEATING.	- LIONEL PEEKS OUT OF BACKPACK
Timing:		

Production :  
EPISODE # 1025-185



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# ADVENTURE TIME



Page 220

Sc. 187

Pnl. B

Bg.

day night



Sc. 188

Pnl. A

Bg.

day night



Dialog:

(L)

THIS IS NEW TO ME.

(L) M H M . . .

Action:

- L. SWEATS

- LIONEL EDGES AROUND F'S HEAD

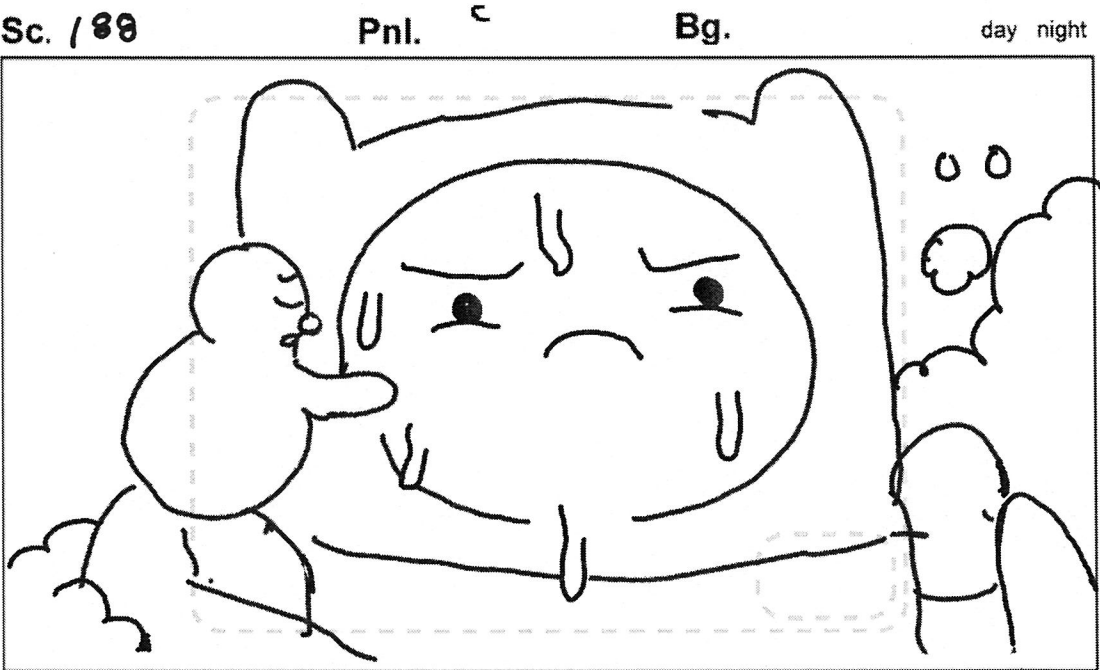
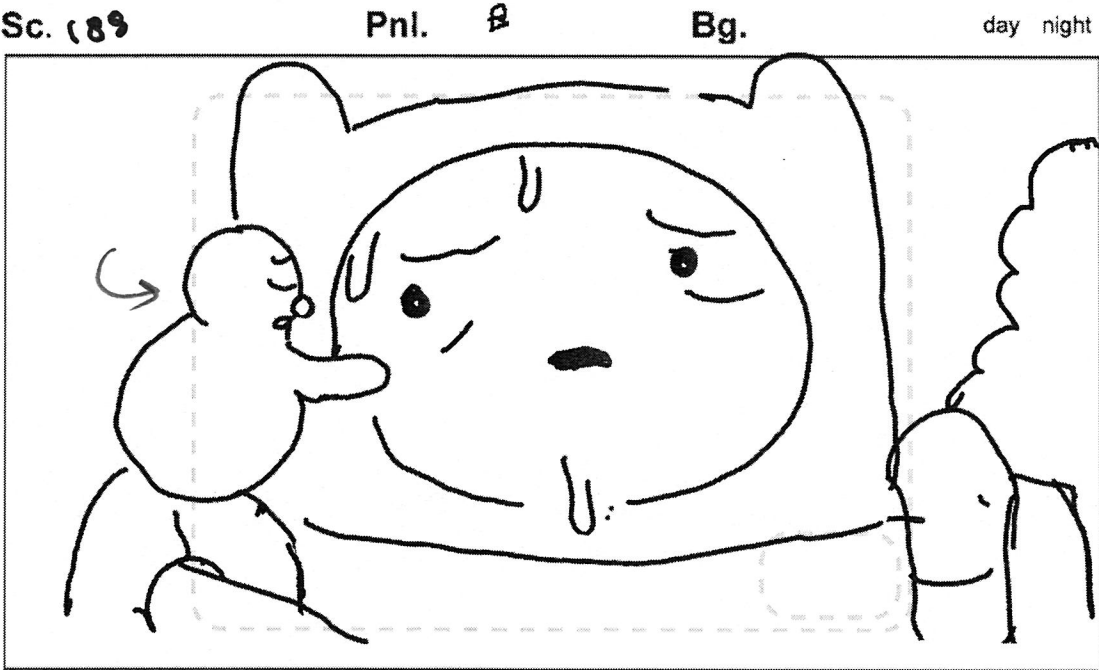
Timing:

Production :

EPISODE #

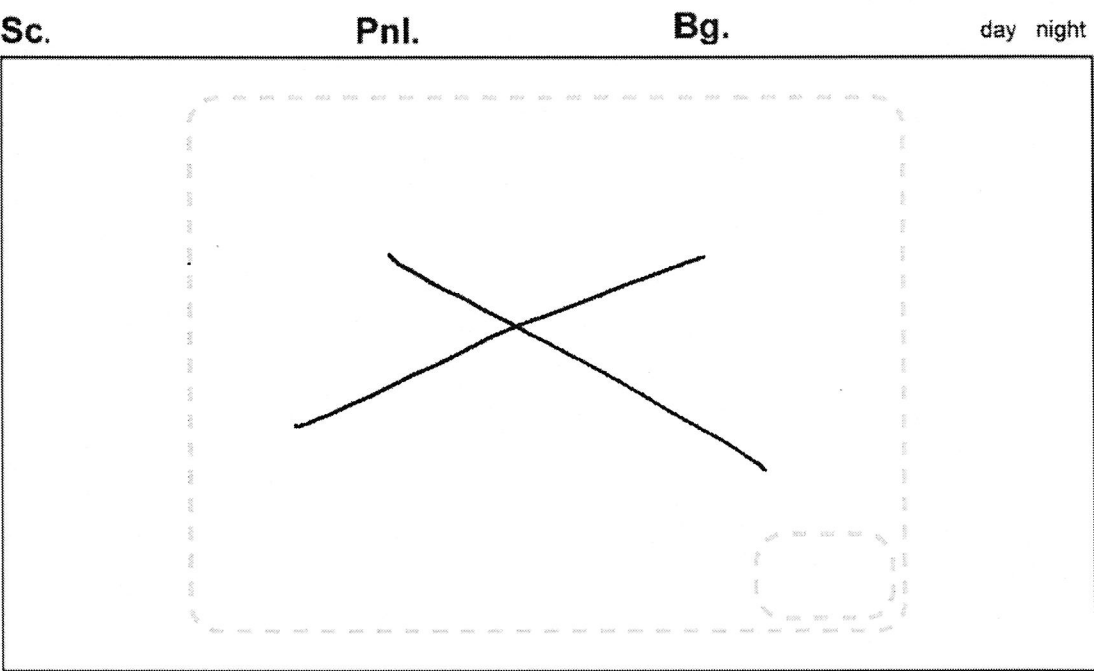
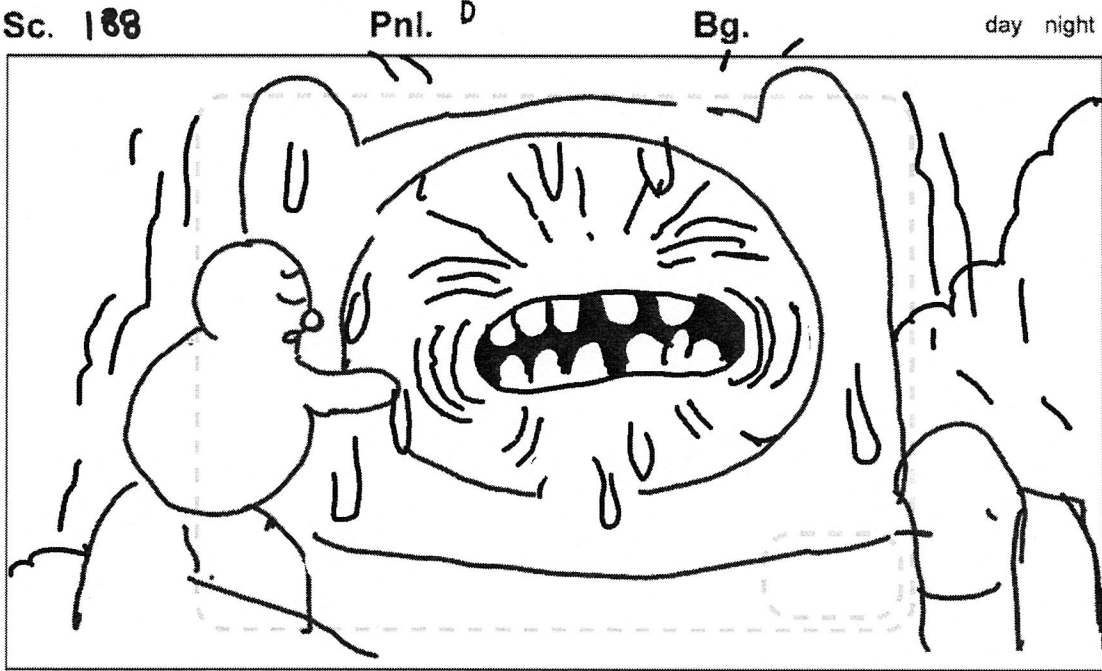
1025-182

ADVENTURE TIME



Dialog:	(L) DESPERATE EXHALE (E) mm!
Action:	- FINN STRAPS IN.
Timing:	

ADVENTURE TIME



Dialog:
RRRRRR
Action:
Timing:

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ADVENTURE TIME

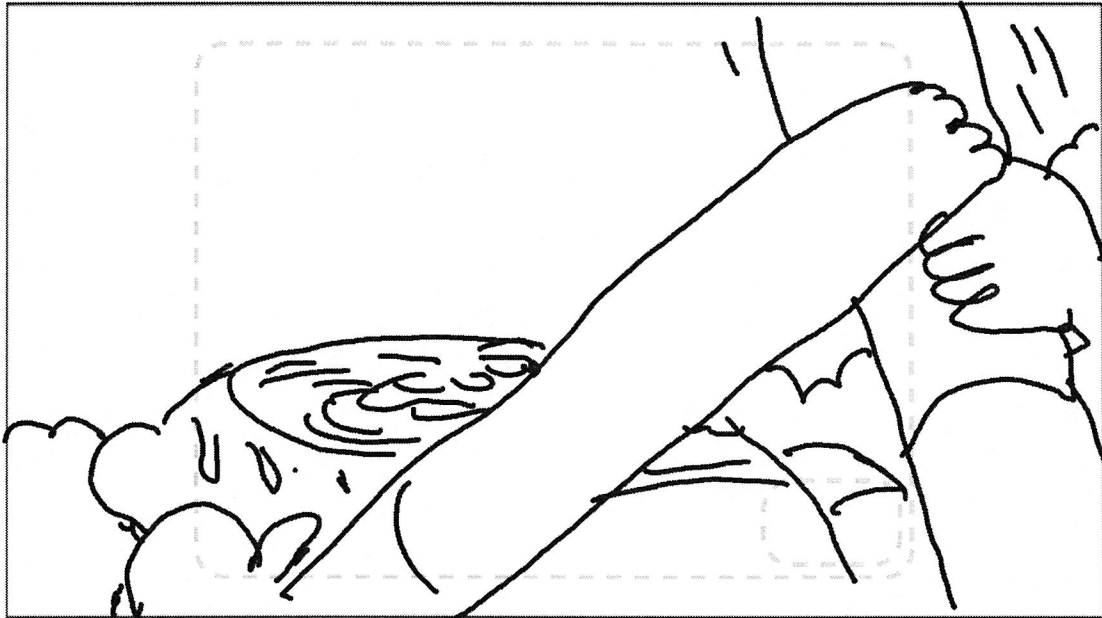


Sc. 188

Pnl. E

Bg.

day night

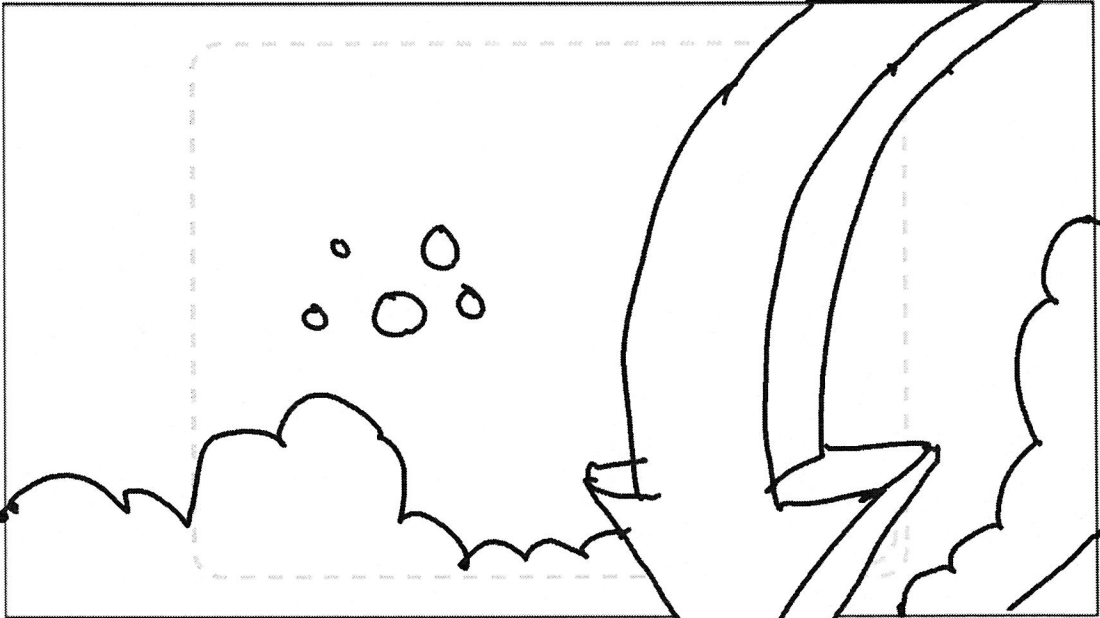


Sc. 188

Pnl. F

Bg.

day night



Dialog:

RAAH!!

SFX CHUR

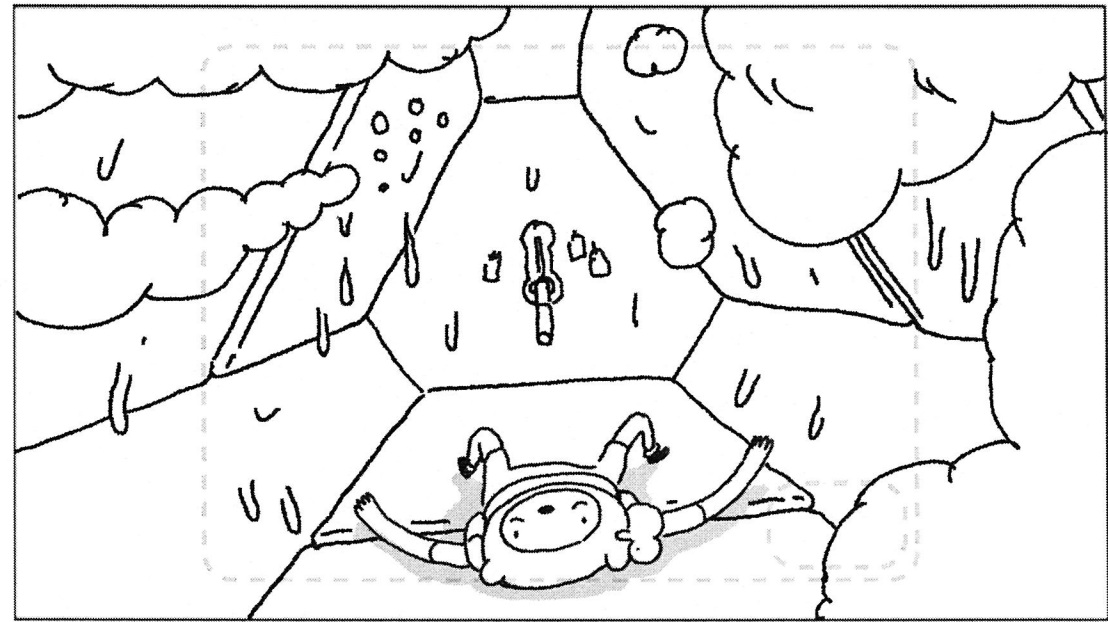
Action:

-F. PULLS BACK OFF

Timing:

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day night



~~SFX~~ S S S S S S S S S S

FADES FROM GLOWING RED . . . . TO WAY LESS RED.

**EPISODE #**

Production :

1025-183

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ADVENTURE TIME

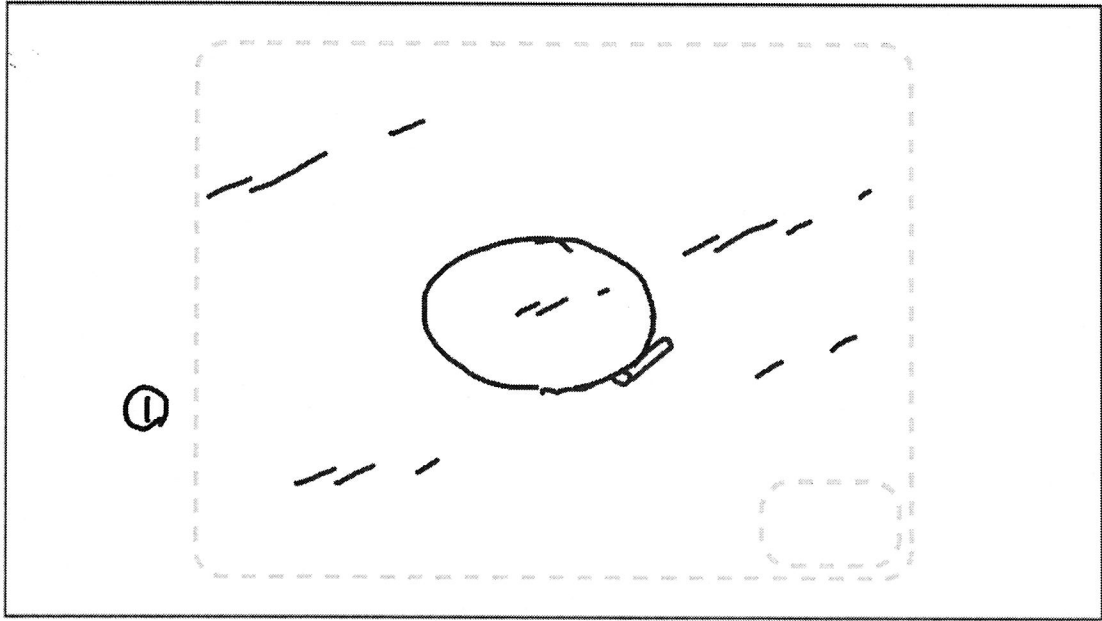


Sc. 190

Pnl. A

Bg.

day night

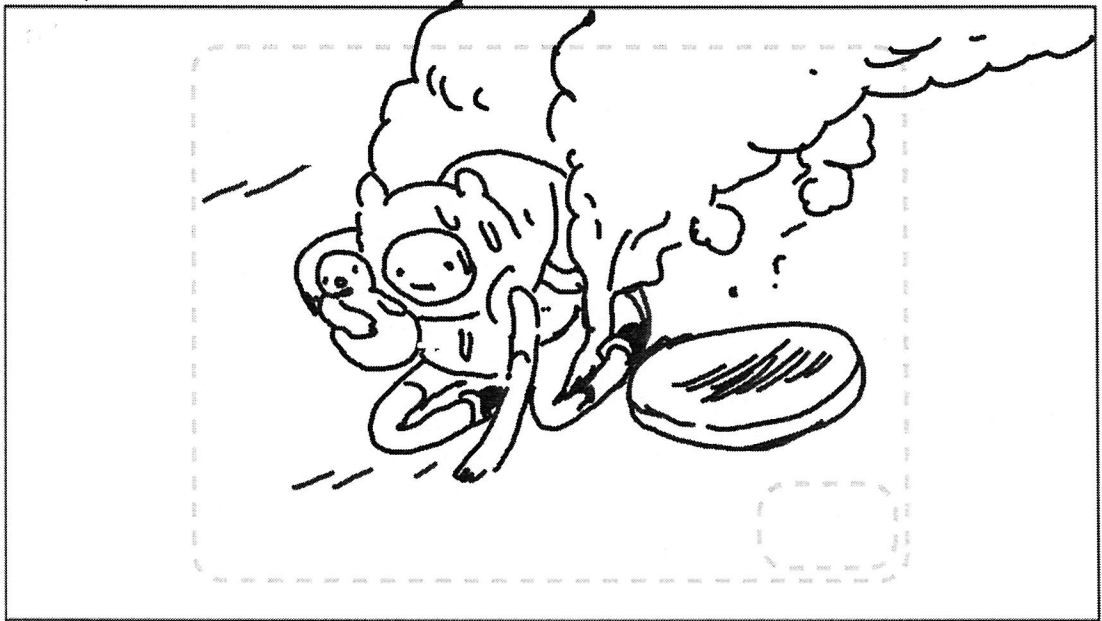


Sc. 190

Pnl. B

Bg.

day night



Dialog:	
(SFX) WHISTLING WIND	
Action:	STEAM ESCAPING.
Time:	



EPISODE # 1025-183  
Production :



# ADVENTURE TIME

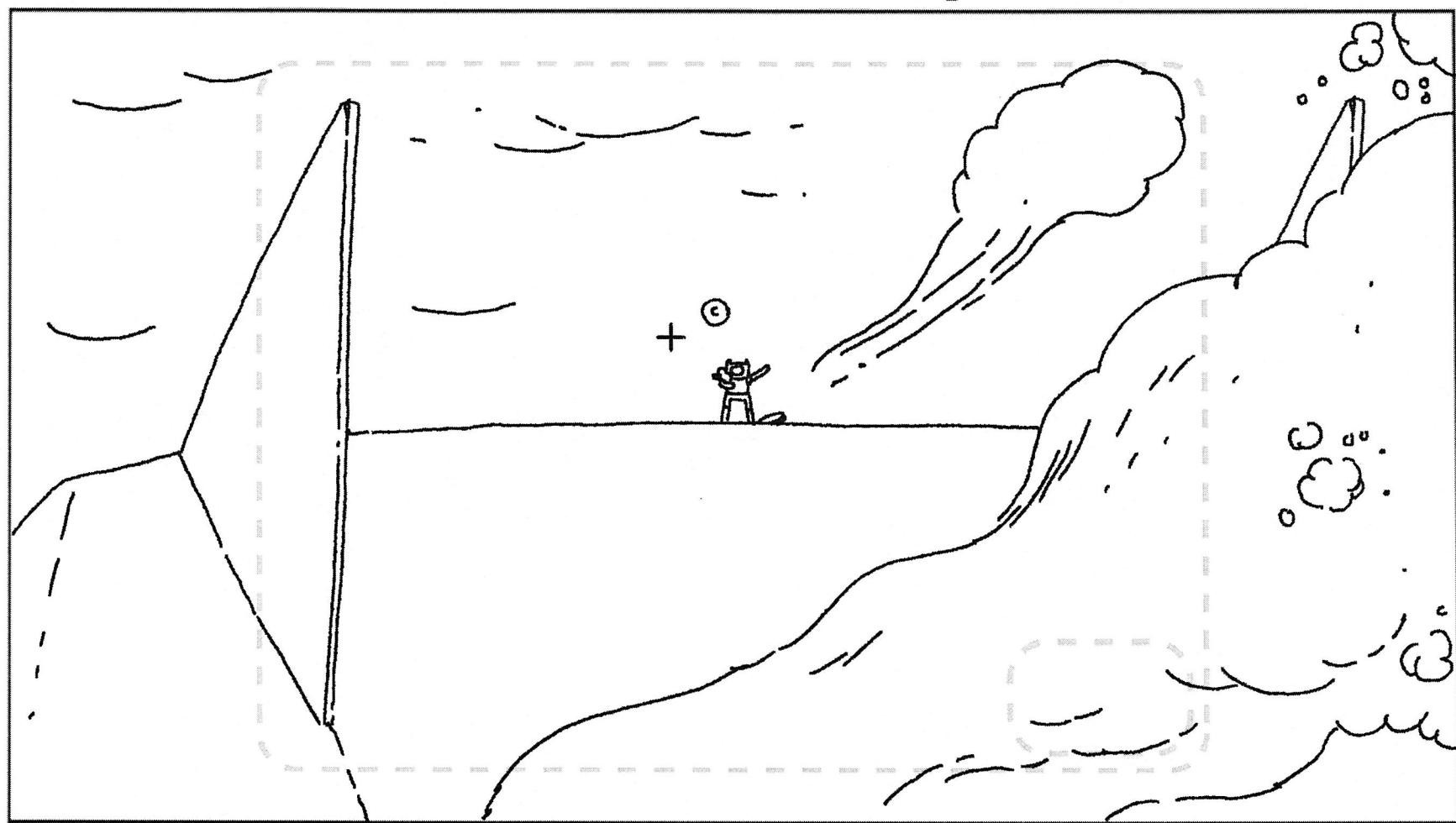


Sc. 191

Pnl. A

Bg.

day night



(A) (B) (C) (B) (C) (B) (C) ETC.  
BIG WAVES, LIKE  
YOU'RE TRYING TO  
FLAG DOWN A PLANE.

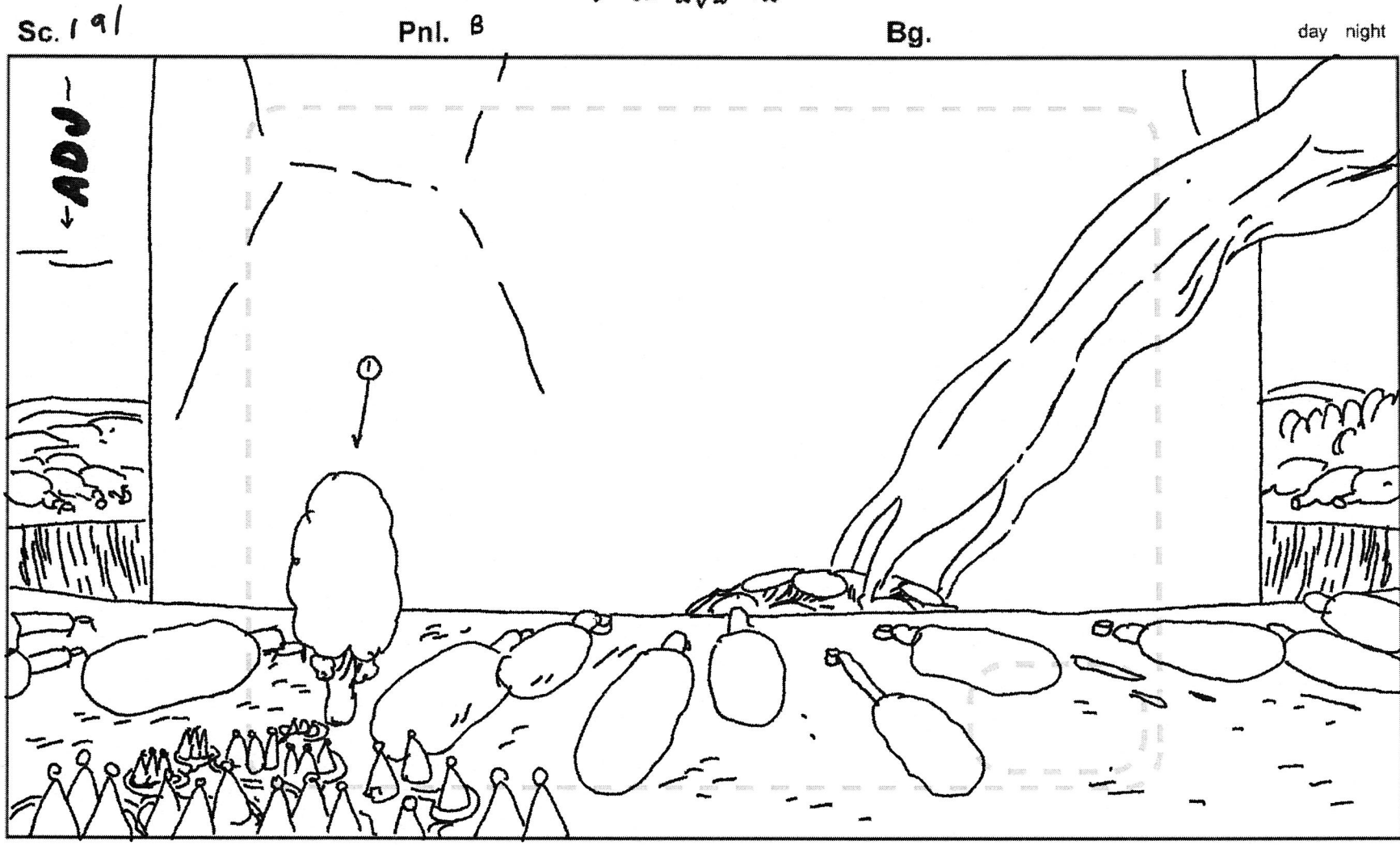
- STEAM EVERYWHERE
- FINN STANDS UP, WAVING

EPISODE #

1025-189

Production :

ADVENTURE TIME



②

- ① DAD'S TREE
- ② VILLAGE.

SEE NEXT  
PANEL FOR REF.

∴ I DUNNO IF THIS LAYOUT IS TOTALLY ACCURATE. ∴

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ADVENTURE TIME

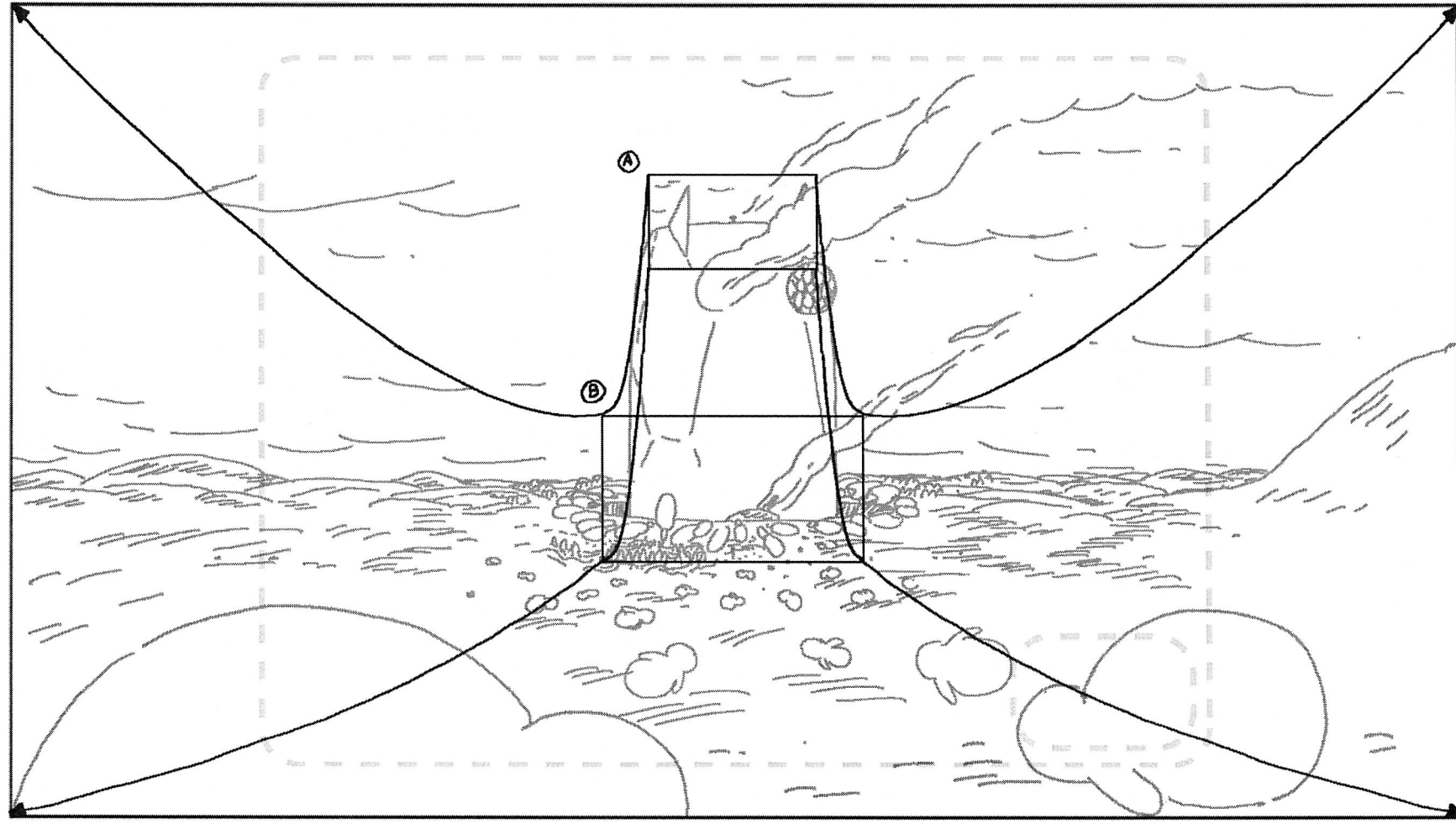


Sc. 191

Pnl. ©

Bg.

day night



MUSIC RISING . . .

Production :

EPISODE #

1025-183

ADVENTURE TIME

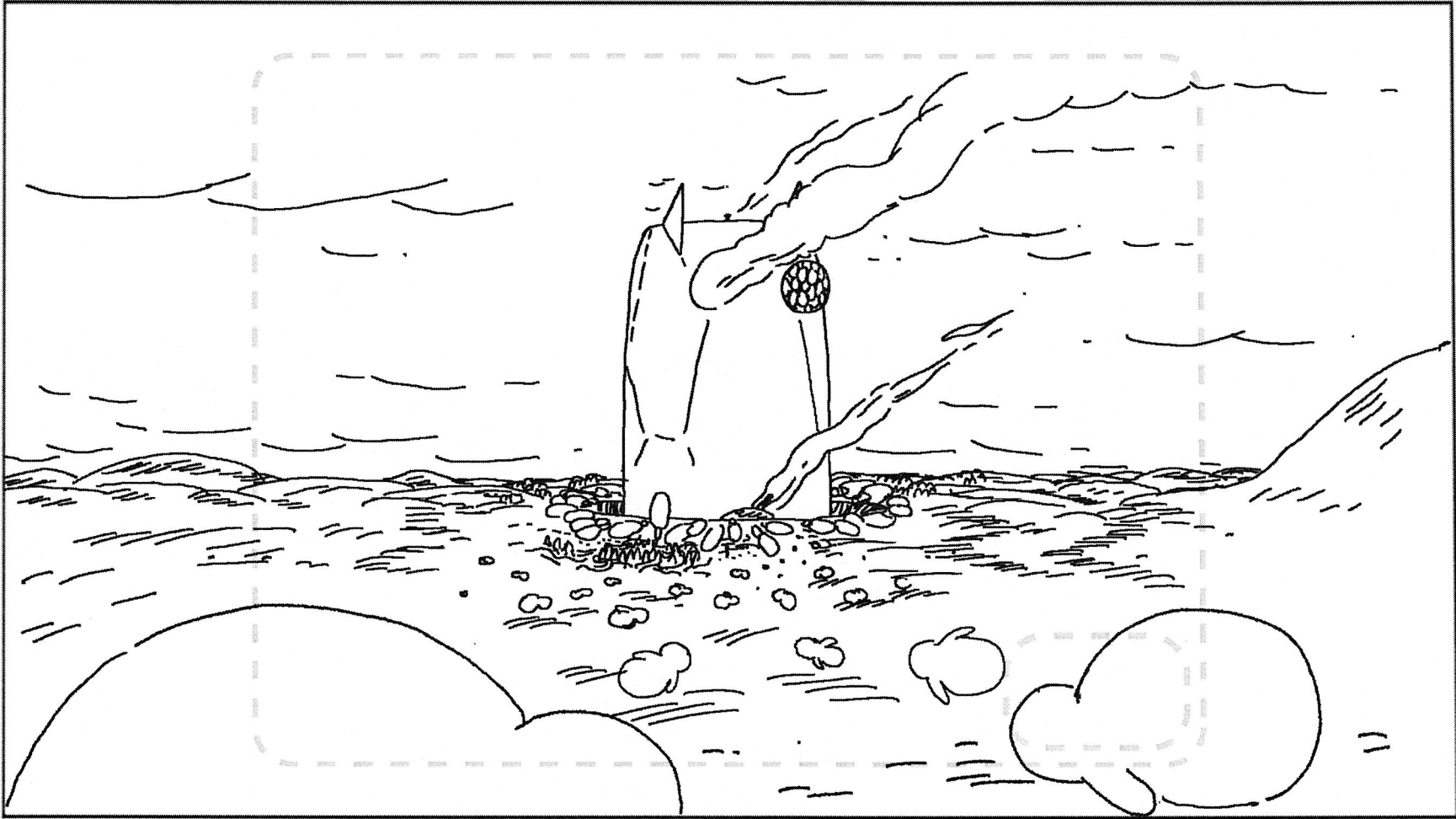


Sc. 191

Pnl. D

Bg.

day night



**B.G. REF**

HAHA I DON'T  
KNOW IF THIS  
PERSPECTIVE  
WORKS??? - S.W.

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ADVENTURE TIME



Sc. 191 Pnl. E Bg. day night

Sc. Pnl. Bg. day night

Dialog:	music CRESCENDO! AND SILENT	
Action:	-DUDES STAND UP AND WAVE.	
Timing:		

Production :  
EPISODE #  
1025-183

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ADVENTURE TIME

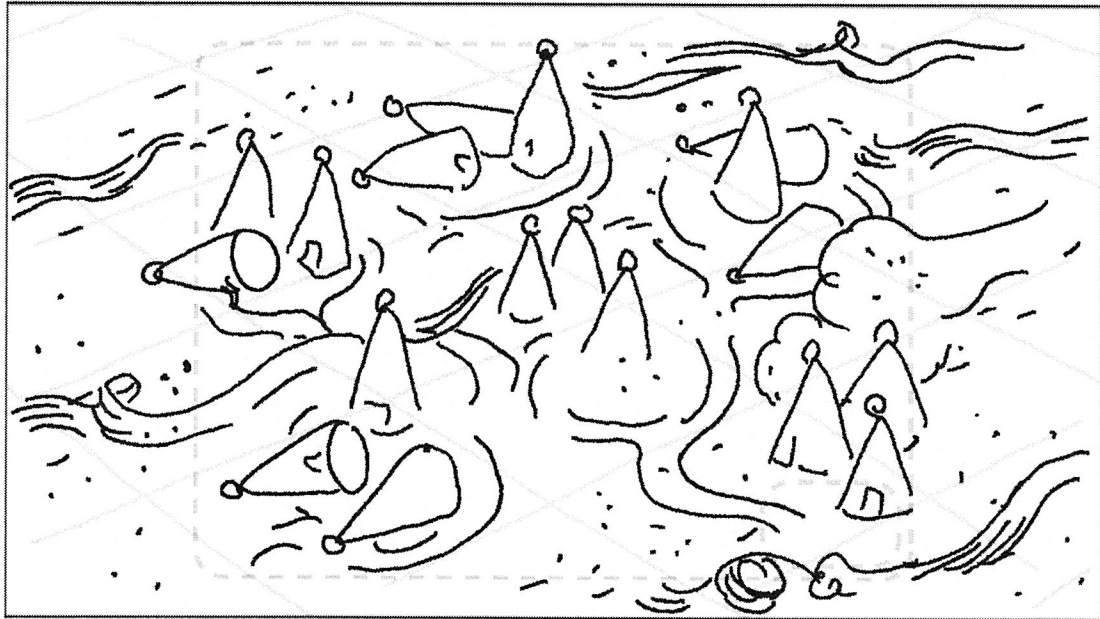


Sc. 192

Pnl. A

Bg.

day night

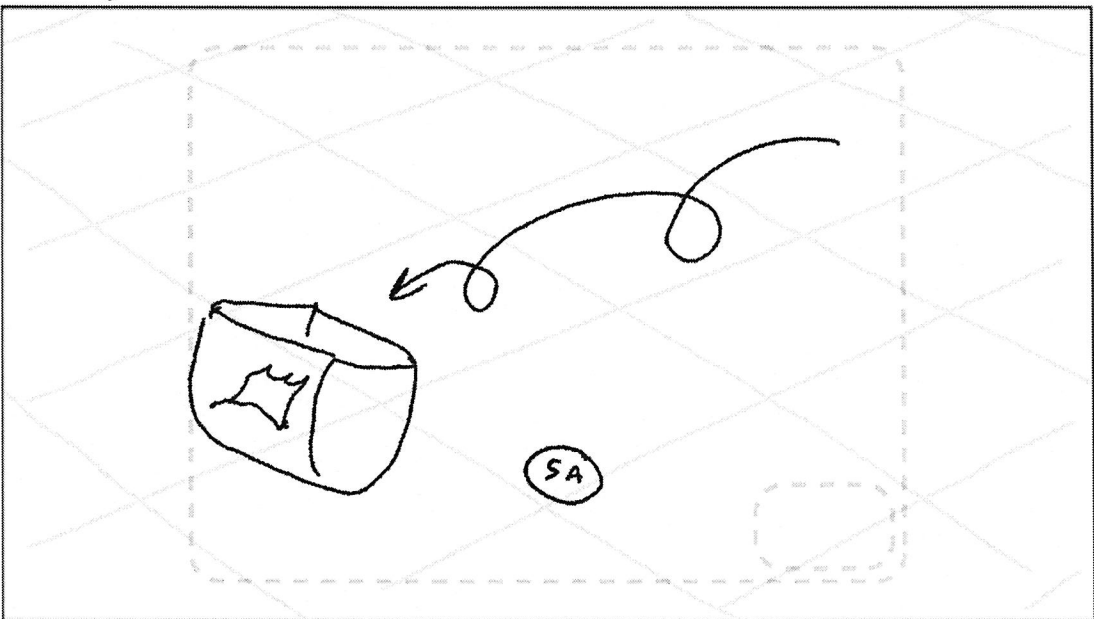


Sc. 192

Pnl. B

Bg.

day night



Dialog:

(SFX)

CRUEL DRY WINDS

(F)

(VO.)

MAN, YANNO WHAT'S WEIRD?

Action:

RUINED ABANDONED VILLAGE

DUST BOWL

FOOD - LONG - HOUSE

TUMBLEWEEDS BY

Timing:

X DISSOLVE

EPISODE #

Production :

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# ADVENTURE TIME



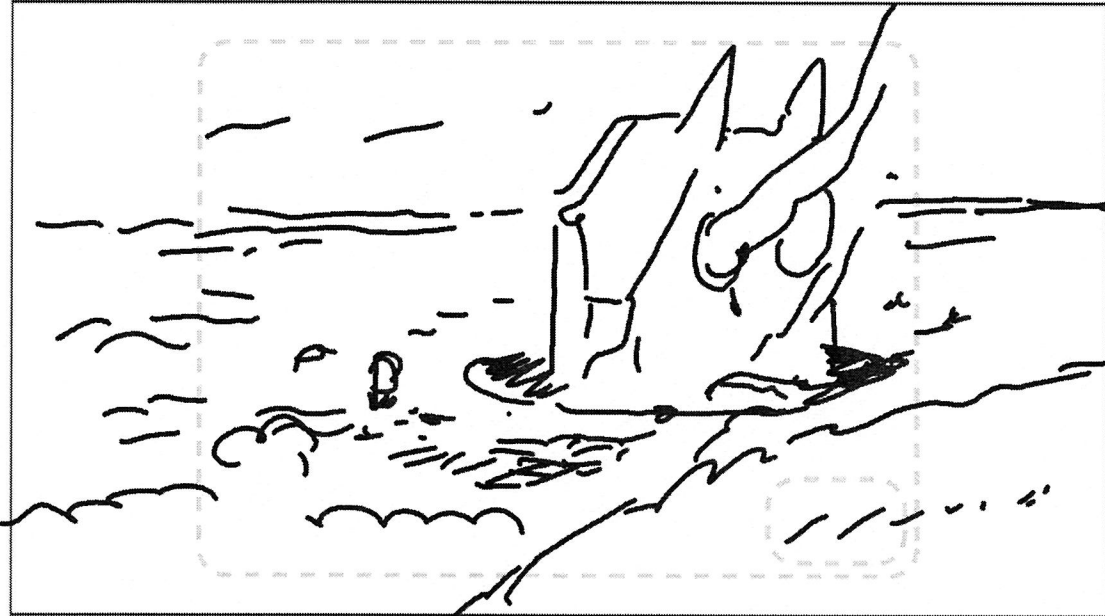
Page 232

Sc. 193

Pnl. A

Bg.

day night

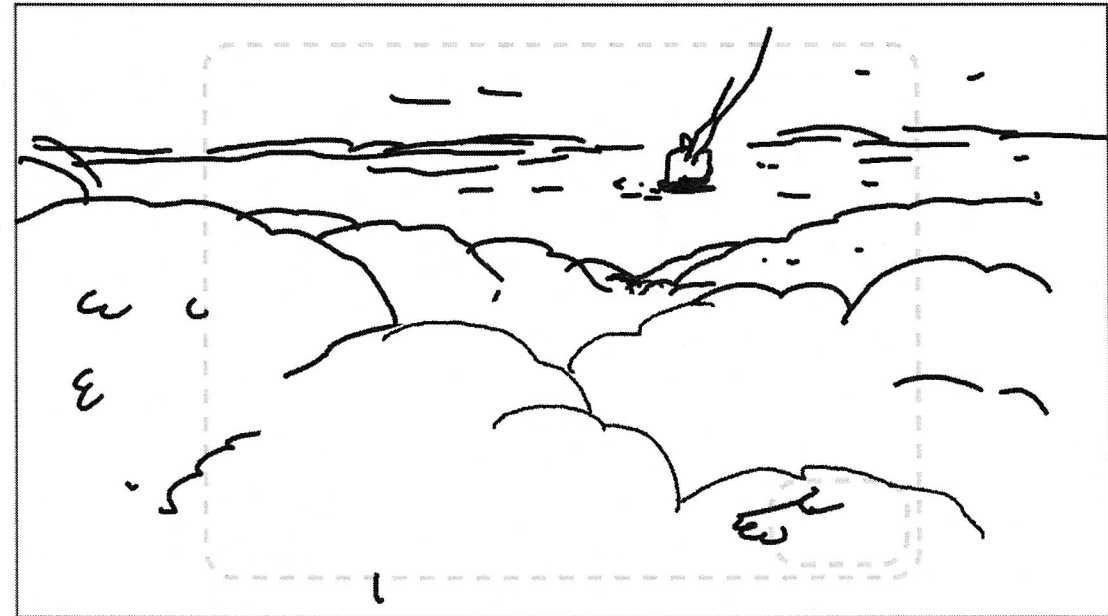


Sc. 194

Pnl. A

Bg.

day night



Dialog:

(F) (Vg) THAT WASN'T EVEN A COMET  
THAT CRASHED BACK THERE

SO THEN,  
(E) (Vg) WHAT WAS  
THAT DREAM  
ABOUT?

Action:

> X DISSOLVE >

Timing:

EPISODE #

1025-183

Production :

# ADVENTURE TIME



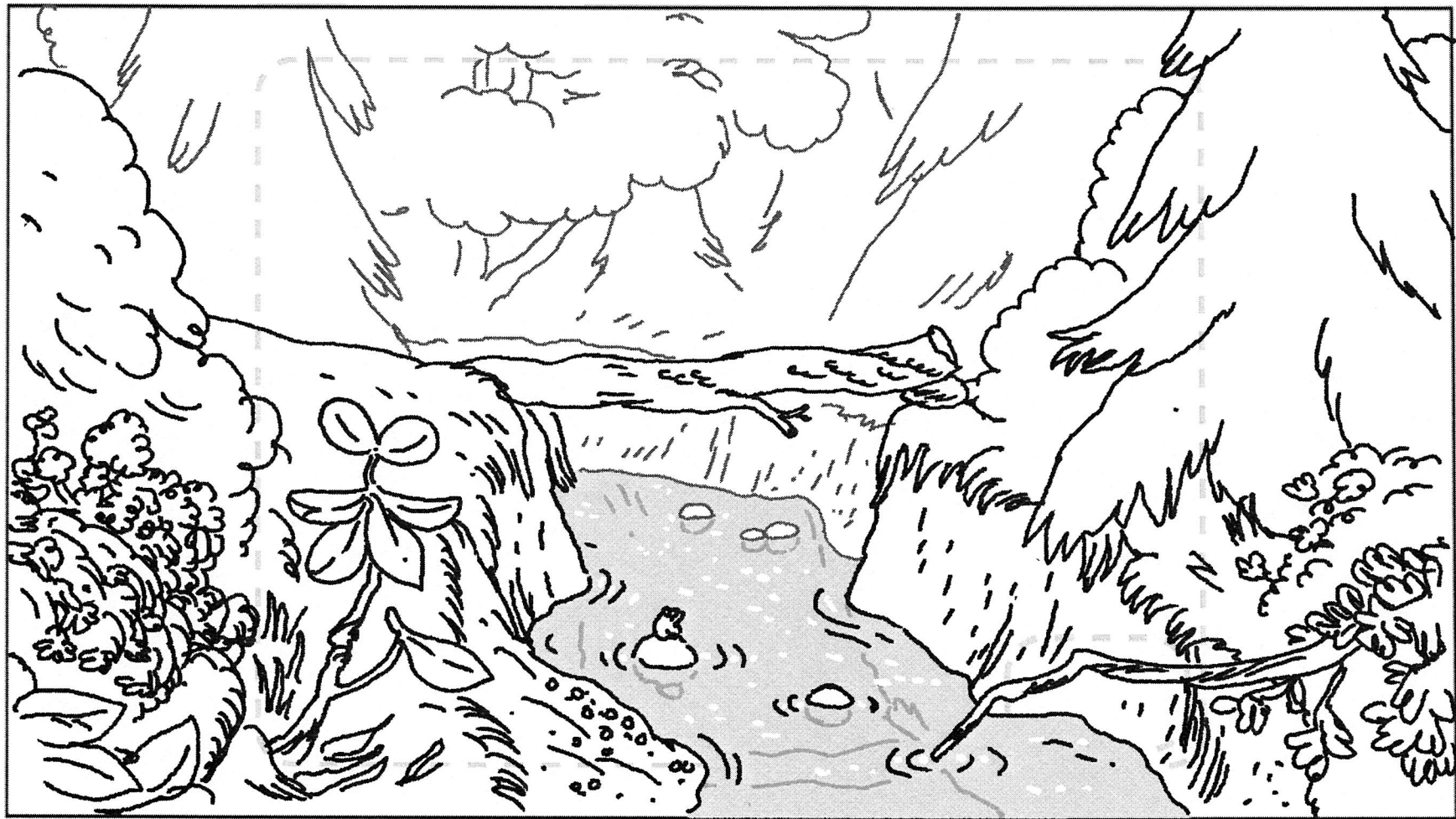
Page 233

Sc. 198

Pnl. A

Bg.

day night



(SFX) JUST  
WOODS  
NOISES

BG. → GREEN, BEAUTIFUL, SUN DAPPLED,  
AND FERTILE.

→ CAN THE STREAM SPARKLE IN THE SUN???

Production :

EPISODE #

1025-183

ADVENTURE TIME



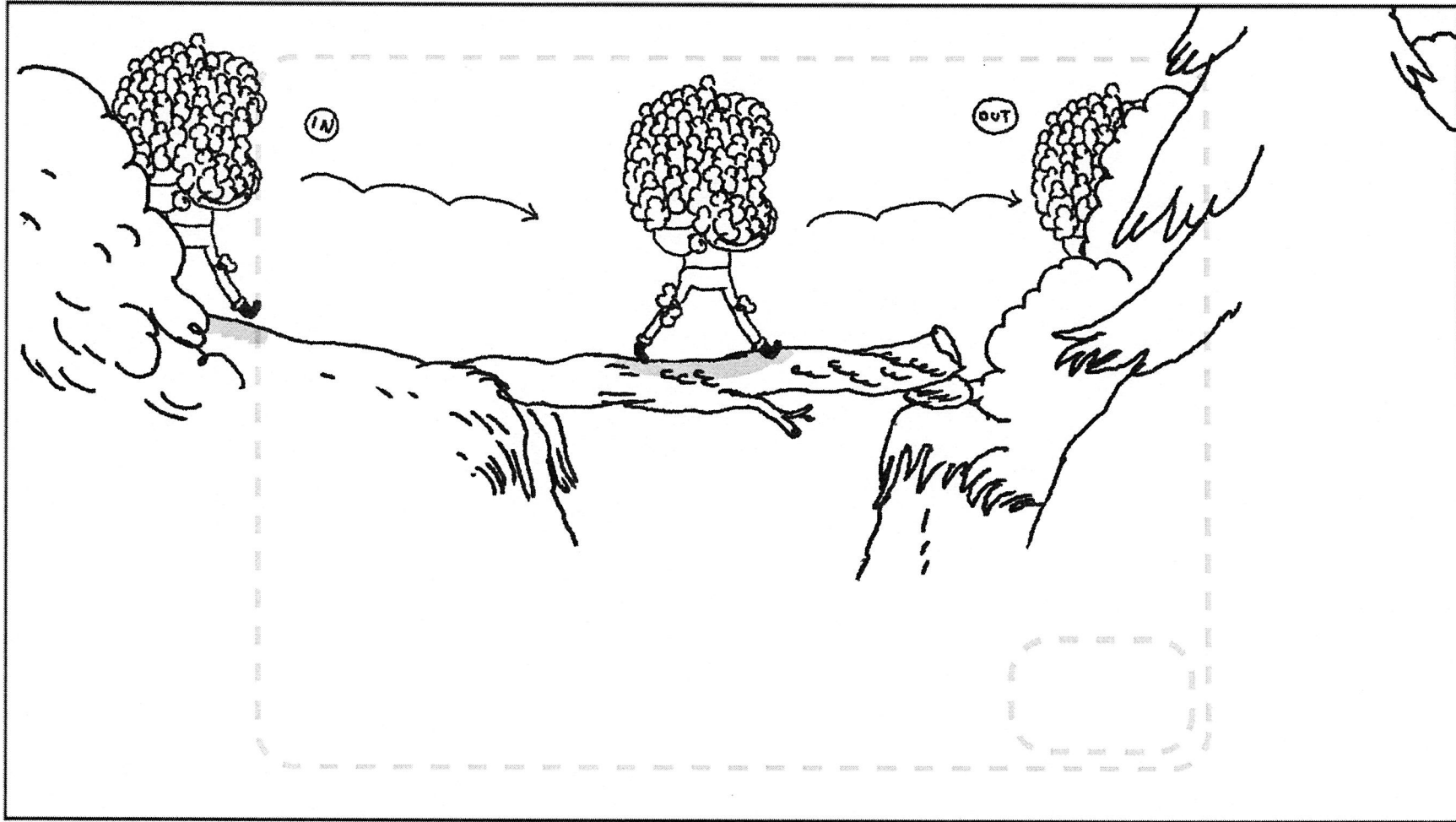
234  
Page \_\_\_\_\_

Sc. 199

Pnl. B

Bg.

day night



(F) (VO)

I DON'T GET MY BRAIN... WHAT AM I HERE FOR?  
TO SAVE YOU DUDES, MAYBE... YEAH...  
(STARTS TALKING BEFORE HE ENTERS THE SHOT)

Production :

EPISODE #

1025-183

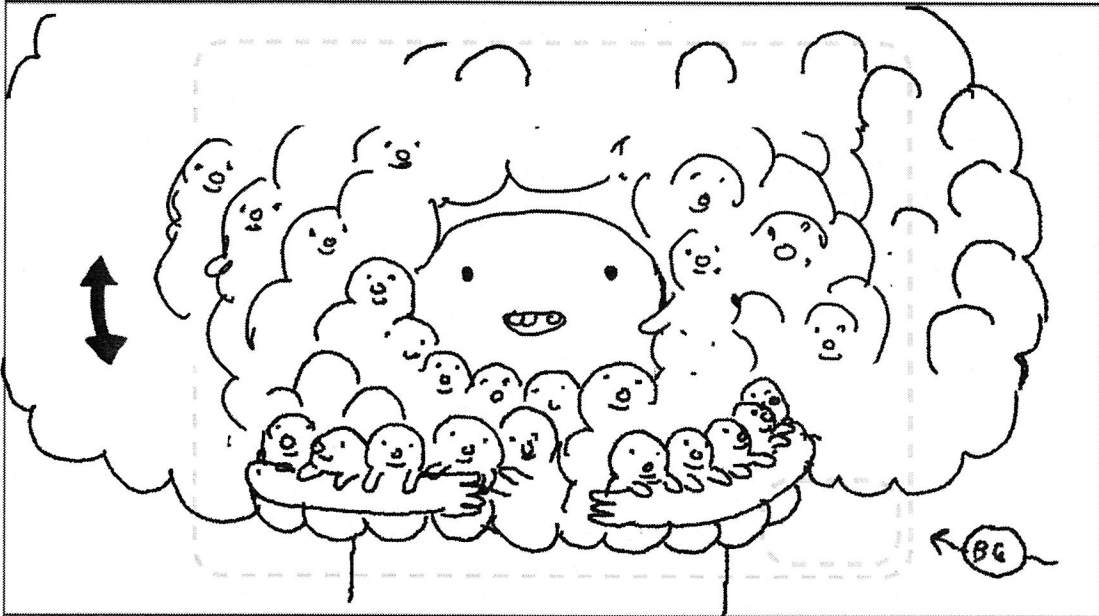
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ADVENTURE TIME



Page 235

Sc. 196 Pnl. A Bg. day night



Sc. — Pnl. — Bg. day night



Dialog:

Ⓕ/ OKAY WHEN WE GET BACK TO THE TREEHOUSE, LET ME DO THE TALKING.

Action:

Timing:

EPISODE #

Production :

1025-183